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THE RISE OF THE ARGONAUTS™

PRIMA OFFICIAL GAME GUIDE

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RISE OF THE ARGONAUTS

PRIMA Official Game Guide

Written by:

Ron Dulin



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THE BASICS



Rise of the Argonauts puts you in control of Jason, King of Iolcus, as he travels to many locations, searching for a means to resurrect his fallen bride-to-be and get revenge on Hecate, the evil titan responsible for her death. Along the way, you assemble a group of fierce warriors and strong advisors known as the Argonauts. Part action and part adventure, *Rise of the Argonauts* includes both story-driven quests and a very robust combat system.

The Controls

One of the most interesting elements of the game is that it is presented very simply. Very little information is displayed on the screen, but you see all you need to see. The controls, likewise, are straightforward, but can be used in combination to create devastating chains of attacks.

The Display



When you're not in battle, only the information you need is displayed.

When not in combat, the screen, by default, is empty of your typical head-up display information. Apart from conversations and dialogue trees, when they are available, the screen isn't cluttered with information you don't need at the moment.

When Jason enters combat, two items appear on the screen: his health bar and his God Powers. The health bar appears in the upper left corner, and the God Powers appear in the lower right. The God Powers show you which ones you have selected to be ready for use, up to four at a time.



When a battle begins, Jason's health bar and God Powers menu appear on the screen.

The Menus

When you select the Pause menu, you can access the Aspect menu, where you assign Deeds and select your God Aspects and Powers. As you move through the game, you accumulate Deeds, and these can be assigned to gods for Favor. When you accumulate enough Favor, you can then select an Aspect or a God Power.



To access the Aspect menu, first go to the Pause menu and select "Aspect."



The next menu allows you to choose from the four gods. Select the god whose Aspect tree you'd like to view.



On the Aspect screen, scroll through your Deeds. As you assign them to a god, your Favor increases. When you accumulate enough Favor, you gain an Aspect point.



Your Aspect point can then be used to gain Aspects (passive abilities that are always active) or God Powers (abilities that must be activated during combat).

TIP

You can cycle between the gods from the Aspect screen by using the right and left triggers.



When you acquire a new Power, you are prompted to go to the God Powers menu.

At the God Powers menu, you can assign your Powers to one of four active slots. Only four God Powers can be assigned at a time.



The Stars menu

For a more detailed discussion of Aspects, Favor, and God Powers, see the Favor of the Gods chapter.

The Pause menu also gives you access to the Stars menu. The Stars menu shows you which

constellations you have begun to complete. Deeds that you accomplish add stars to various constellations, and here you can see how close you are to completing any given constellation.



Choosing a constellation will show you how many stars you've acquired, and will give you hints about those you haven't.



Completing a constellation will gain you Favor, which you can then use to purchase Aspects or Powers.

The other notable item on the Pause menu is the Map. Selecting the Map brings you to a map of your current location, which shows you where you are, what tasks you have at the moment, and where those tasks can be accomplished.



The in-game map shows you which tasks you currently have to complete, and includes markers to show you where the tasks can be completed.

Preset Control Schemes

Xbox 360

L	Move Jason
R	Move camera
A	Shield Bash/Interact
X	Light attack
Y	Heavy attack
LB	Swap weapons left
RB	Swap weapons right
LT	Block
+	God Powers (user selected)
B + L	Dodge
RT + B	Spear Throw (spear only)
START	Pause menu

Special Actions (in combat only)

RT + A	Power Block
Sword + RT + X	Dash Attack
Sword + RT + Y	Dash Attack
Spear + RT + X	Light Sweeping Strike
Spear + RT + Y	Light Sweeping Strike
Mace + RT + X	Prayer of Ares
Mace + RT + Y	Prayer of Ares
Aspect + Revive Prompt + A	Revive Argonaut

PLAYSTATION 3

L	Move Jason
R	Move camera
X	Shield Bash/Interact
■	Light attack
▲	Heavy attack
L1	Swap weapons left
R1	Swap weapons right
L2	Block

PLAYSTATION 3

Directional Buttons	God Powers (user selected)
● + L	Dodge
R2 + ●	Spear Throw (spear only)
START	Pause menu

Special Actions (in combat only)

R2 + X	Power Block
Sword + R2 + ■	Dash Attack
Sword + R2 + ▲	Dash Attack
Spear + R2 + ■	Light Sweeping Strike
Spear + R2 + ▲	Heavy Sweeping Strike
Mace + R2 + ■	Prayer of Ares
Mace + R2 + ▲	Prayer of Ares
Aspect + Revive Prompt + X	Revive Argonaut

PC

W or ↑	Move forward
A or ←	Move left
S or ↓	Move back
D or →	Move right
L or R	Move camera
1 (left button)	Light attack
2 (right button)	Heavy attack
3	Shield Bash/Interact
Wheel Up or Q	Cycle weapon right
Wheel Down or E	Cycle weapon left
Spacebar	Block
Shift + W or ↑	Dodge forward
Shift + A or ←	Dodge left
Shift + S or ↓	Dodge back
Shift + D or →	Dodge right
1 or F1	God Power 1 (user selected)
2 or F2	God Power 2 (user selected)
3 or F3	God Power 3 (user selected)
4 or F4	God Power 4 (user selected)
R	Spear Throw
Esc or F10	Pause
Print Screen	Take screenshot

Special Actions (in combat only)

Alt + 3	Power Block
Sword + Alt + 1	Dash Attack
Sword + Alt + 2	Dash Attack
Spear + Alt + 1	Light Sweeping Strike
Spear + 2	Heavy Sweeping Strike
Mace + Alt + 1	Prayer of Ares
Mace + 2	Prayer of Ares
Aspect + Revive Prompt + 1	Revive Argonaut

NOTE

Each platform has three preset control schemes from which to choose. The above controls are the default. To choose another preset scheme, go to the Pause menu and choose Options. Then navigate to the controls tab. This will allow you to choose from the other available schemes.



ARGONAUTS

During his travels, Jason comes across many allies that agree to help him in his cause. Some of these allies are needed to help find the Golden Fleece, while others join him in combat, providing assistance onshore during his travels. Named for the ship on which they travel, the Argonauts are automatically recruited at various points in the game, generally when all the required tasks on their home islands are completed.

Achilles

Enlisted: Mycenae

Achilles is the arrogant champion of Mycenae. Your first encounter with him is not as an ally, or even a potential ally. You first meet him as an adversary in your trial by combat on Mycenae. Achilles does eventually join your cause, and he's a very worthy addition to your battle party. Achilles can be taken ashore in any port you visit after recruiting him. He is an excellent melee fighter, as you will know firsthand from your battle with him. In combat, Achilles provides direct support, attacking whoever you target and attempting to flank them. He uses a spear, which gives him a great deal of speed in his light attacks, and he attempts to break the shields of any enemies carrying them. He can also perform a Bladestorm attack, in which he spins his spear around, hitting several enemies at once.



Achilles' Attacks

Basic attacks: Achilles' light attack does a small amount of flesh or armor damage, and has a low amount of power. His heavy attack does a good amount of armor damage and slightly more flesh damage than his light attack, in addition to having more power.

Bladestorm: Achilles uses this attack when surrounded by enemies, causing a small amount of damage to anyone it hits.

Flourish Attack: Always the showman, Achilles uses this attack both to show off his skills and to do a moderate amount of flesh or a high amount of armor damage.

Shield Breaker: An attack aimed specifically at enemies holding shields, it inflicts little standard damage but does a moderate amount of armor damage.

Showman Slashes: With this high-power, low-damage attack, Achilles attempts to knock enemies off balance, allowing you to attack the staggering or prone opponent.

Argos

Enlisted: Iolcus



Argos is a master craftsman and the architect of the *Argo*. He volunteers to act as your captain when you first tour the ship on Iolcus. Argos cannot be taken ashore, but the knowledgeable seaman can tell you a bit about every island you visit.

Atalanta

Enlisted: Saria

Atalanta was adopted by the Nisyros centaur tribe after she was orphaned on Saria. Her time among the centaurs has made her an excellent hunter, and she provides ranged support with her bow when she is part of your shore party. Atalanta can be easily incapacitated if enemies close in on her, so you must defend her if she gets stuck in a melee battle. As a ranged fighter, though, she is unmatched on your crew, able to fire arrows very quickly when needed, as well as having two special attacks: The Rain of Arrows and Exploding Arrows.



Atalanta's Attacks

Basic attacks: Atalanta does not have light or heavy attacks like melee fighters. Instead she has a quick shot, which does a small amount of damage to armor or flesh, and a power shot, which does no damage but has a great deal of power.

Exploding Arrows: Atalanta fires an arrow that explodes on contact, doing a great deal of damage to either armor or flesh.

Rain of Arrows: With this attack, Atalanta fires a great many arrows into the air, and they rain down on a small area, inflicting a small amount of flesh or armor damage to anyone caught in the radius of the attack.

Rapid Fire: Atalanta fires a great number of arrows very quickly, sacrificing precision for speed. Any arrow that hits her target does a small amount of flesh or armor damage, but the damage can stack up quickly if many arrows find their targets.

Daedalus

Enlisted: Mycenae

Daedalus is the gifted smith who works in the arena on Mycenae. He provides Jason with good weapons and armor to make it through the many arena battles. Daedalus is a fugitive, having escaped from Minos where he was imprisoned by the king for no other reason than to keep him from giving his inventions to others. If you can help him escape the men who are looking for him, he agrees to join your crew as a smith. Daedalus cannot be taken ashore.

Hercules

Enlisted: Iolcus

Hercules is your muscle-bound friend who accompanies you from the very beginning, aiding you during the Ionian attack on Iolcus. He doesn't officially join your crew until you are ready to set sail from Iolcus, but he's with you most of the time from the start. Hercules' weapons are his brute strength and bare hands. All of his attacks have a good deal of power, and his special attacks are often lethal, as he picks enemies up and squeezes them to death, or rips them apart with his bare hands.

Hercules' Attacks

Basic attacks: Hercules' quick attack does a small amount of damage to both flesh or armor, but it packs a wallop in terms of power. His heavy attack is even more powerful, and does a good deal more damage than his light attack.

Lethal attacks: In these attacks, Hercules can kill an enemy with a single attack. These include strangling an enemy to death, ripping an injured opponent in half, or stomping on his head (the latter also produces an area-of-effect power attack similar to Ground Pound, described below). These attacks do not do any traditional damage. Instead, they are generally a single, lethal attack, and they occupy Hercules' time until his opponent is dead. You can attack enemies caught in Hercules' bear hug.

Ground Pound: Hercules hits the ground with his fist with a great deal of power, doing no damage but staggering any enemies caught in its radius of effect.

Surging Strike: Hercules rushes at an enemy with a great deal of power, delivering lots of armor or flesh damage.

Lycomedes

Enlisted: Mycenae



King Lycomedes is the father to Alceme, and the ruler of Mycenae, land of Ares. He blames Jason for the death of his daughter, and Jason must prove his innocence to the king through a trial by combat. Lycomedes is a descendant of Ares, and one of the divine guides needed to find the Golden Fleece. Lycomedes cannot be taken ashore.

Lykas

Enlisted: Saria

The Aleph of the Nisyros centaur tribe is also Atalanta's adopted father. He agrees to join your quest only after you have saved his people from the beast that hunts them in the jungles of Saria. Lykas is a descendant of Hermes, and one of the divine guides enlisted to lead Jason to the Fleece. He cannot be taken ashore.



Medea

Enlisted: Iolcus



Jason encounters Medea in the Crypt of Kings on Iolcus. A former agent of the Blacktongues, she agrees to join Jason's journey. She becomes a central figure in his quest to find the Fleece, and must be kept away from the rest of the crew by wards that prevent them from being hurt by her often out-of-control but very powerful sorcery. Medea cannot be taken ashore, but can provide sage advice on the places you visit and any history of the Blacktongue cult in that location.

Medusa and Perseus

Enlisted: Kythra



As with Achilles, your first (and possibly last) encounter with Medusa is as her opponent. The corrupted leader of Kythra has been turned into a monster as a result of her vanity, and you must decide whether to punish her or try to save her. If you choose the former, she is killed and her twin brother Perseus joins your crew. If you save her from her vanity, she joins your

crew. Both Perseus and Medusa are descendants of Athena, and depending on your actions, one of them will join you on the *Argo* as the third divine guide needed to find the Fleece. Neither Perseus nor Medusa can be taken ashore.

Pan

Enlisted: Delphi

Pan is an ages-old satyr with a great deal of insight into the places you visit. Pan tells some very interesting stories about his long-standing relationships with many of the Oracles of Delphi. Pan can join your shore party. Like Atalanta, Pan is skilled at ranged combat and can also heal Jason in combat, which can come in handy in the early sections of the game. Pan does have some low-damage, high-power attacks, though, such as his Staff Slam and his headbutt.



Pan's Attacks

Basic attacks: Pan does not have traditional light or heavy attacks. He can headbutt opponents with enough power to stagger most enemies that get within melee range. He also has a charging attack that does a good amount of damage and has a great deal of power. In general, though, Pan attempts to stay out of the fray. Pan can shoot projectiles from his staff, and these do a fair amount of damage and have a good deal of power.

Staff Attacks: If caught in melee, Pan can use his staff as a weapon. This attack does decent damage and has high power.

Staff Slam: Pan slams his staff to the ground with great power, causing no damage but stunning and knocking down enemies caught in the radius of effect.



COMBAT & EQUIPMENT



Combat Overview



The combat system in *Rise of the Argonauts* is made up of several core principles. Unlike typical action games, fighting is not just a matter of hitting an enemy enough times to kill them. Attacks have varying effects on your opponents, so some attacks may cause less damage but knock an enemy back, while others may do a great deal of damage while not having a significant impact on the enemy's ability to retaliate.

Principles of Combat

There are four basic elements of combat. These are: health, damage, power, and resistance. Together, these elements make up the game's complex combat system.

Health

Every character has a certain amount of health. When an enemy's health is reduced to zero, the character dies. Health is only reduced when the character is successfully hit by an attack that does flesh damage. For Jason and the Argonauts, there are two states possible when the character's health is reduced to zero, or close to zero.

Argonaut Incapacitation



Argonauts cannot be killed; instead, they are incapacitated.

The combat-capable Argonauts (Achilles, Atalanta, Hercules, and Pan) cannot be killed in combat. When their health is reduced to zero, they become incapacitated, and kneel

down and remain out of the battle until they are revived. Initially, you cannot revive incapacitated Argonauts and must wait for them to revive themselves at the end of the

battle. If you have the Rallying Presence Aspect, you can manually revive them by approaching him or her and interacting with them. Rallying Presence II will cause Argonauts to automatically revive after 30 seconds. Finally, you can also revive incapacitated Argonauts by using the Healing Beacon II God Power near them.

State of Grace

If Jason's health falls below 10 percent, he enters a State of Grace. All action is slowed down 20 percent while Jason continues moving at normal speed.

This allows an opportunity to do a great deal of damage quickly while enemies have a more difficult time blocking or retaliating. If Jason can avoid taking damage for a few moments, his health will quickly regenerate up to 40 percent. You can use the State of Grace to move around the battle, regaining health without much fear of being attacked. Jason cannot be killed without entering a State of Grace. If Jason has more than 10 percent health and he is hit by an attack that would do enough damage to reduce his health to zero, his health is instead reduced to 1. This includes combination attacks. When he enters a State of Grace, Jason becomes invulnerable for a very



Jason enters a State of Grace when his health falls below 10 percent of its maximum.

brief period of time, ensuring that there is a chance for him to revive. If Jason's health is reduced to zero while in a State of Grace, he is killed.

NOTE

Several Aspects improve Jason's abilities when he is in a State of Grace. The Ares Stout Hearted Aspect improves his combat abilities, Hermes' Divine Appeal increases God Power regeneration rate, and Apollo's Final Stand gives Jason added protection in the form of damage reduction.

Damage

There are two types of damage: flesh damage and armor damage. Each weapon type and attack does varying amounts of each type of damage. Additionally, weapon upgrades and god Aspects can significantly change the amount of flesh or armor damage Jason inflicts with various weapons and attacks.

Flesh Damage

Inflicting flesh damage is the only way to kill an enemy. Flesh damage represents the actual amount of health taken by a particular attack. In general, as long as a character successfully blocks, flesh damage cannot be inflicted until a character's armor is reduced to zero. There are some God Powers and attacks, however, that get around armor to do flesh damage even if the character is blocking and the armor has not been reduced to zero, such as Athena's Lightning Seed God Power.

Armor Damage

Armor damage is damage done to a character's shield (or, in certain boss battles, against the armor protecting the enemy from damage). When a character successfully blocks, the flesh damage it would normally take is instead taken in armor damage. Shields, like characters, have "health," and when this is reduced to zero, the shield is destroyed. There are numerous Aspects that increase Jason's



The shields of blocking enemies must be destroyed before Jason can do bodily injury.

ability to do damage to armor, such as Improved Dash Attack and Strategic Assault, making it much easier to destroy shields and begin hurting an opponent in earnest.



Significantly injured enemies become less effective fighters.

NOTE

Jason's shield cannot be destroyed in combat.

Power and Resistance



Enemies who are overpowered by an attack can be knocked back or even thrown to the ground.

Every attack has a certain amount of power. Power does not affect the amount of damage inflicted by an attack; it represents the actual physical reaction caused by the attack. High-power

attacks can stagger or knock down an opponent, making it vulnerable until it is able to recover. Resistance represents a character's ability to withstand the power of an attack. The power of an attack must be higher than a character's resistance to have an effect. If there is no or little effect from a blow, the character is not significantly affected by the attack. If the character's resistance is much lower than the power of the attack, there are three states a character can enter.

Staggered

If hit by an attack that has a moderate power impact, the character reels momentarily, staggering in the direction of the attack. This effect is fairly short, but does give the attacker time to move in and attack again before the character can recover.

Knockback

When hit by a blow with significant power, a character is knocked back a good distance from its attacker. The distance is determined by the power of the attack. Again, this gives the attacker an opportunity to attack again before the character can recover.

Prone

When a character is staggered or knocked back with a great deal of power, that character ends up in a prone position. This position lasts for at least two seconds, giving the attacker the ability to move in and execute a prone attack, which allows the attacker to deal only flesh damage until the prone character can recover and stand up.

NOTE

Shield Bash is Jason's highest power attack, but the recovery time can make a follow-up attack more difficult to execute before the character recovers from the blow.

Attacks

There are three weapon types: mace, spear, and sword. Although each one has its own strengths and weaknesses, the basic attack types are the same.

Light Attack

For each weapon type, this is the fastest attack, and also the attack that does the least damage. Light attacks are generally used to begin and maintain combos. Spear light attacks are the fastest, while mace light attacks are the slowest.

Heavy Attack

The heavy attack does significantly more damage, but is also generally slower and requires more recovery time. The sword has the fastest heavy attack. The mace has the slowest.

Special Moves

Each weapon has a unique special move. The sword has a Dash Attack, which causes Jason to very quickly rush an enemy and perform a heavy attack. Use this move to close the distance on



The Sword Special Attack allows Jason to quickly dash at an enemy and perform a heavy attack.

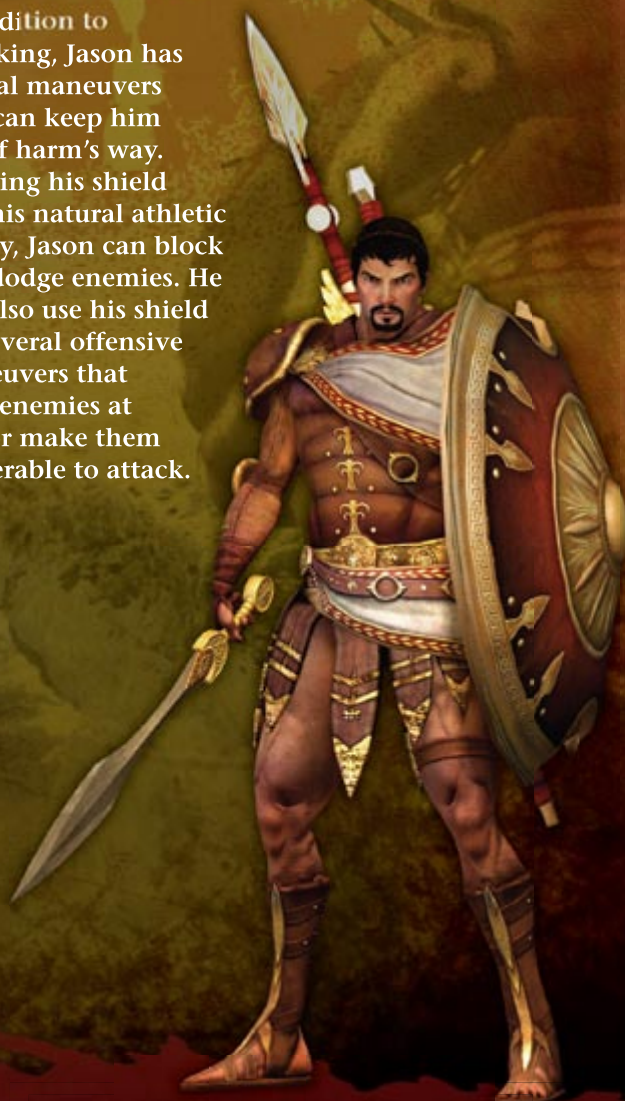
your enemies. The mace has the Prayer of Ares, which creates a blast around Jason that knocks enemies down. The spear actually has two special moves called Sweeping Strikes. Both deal some damage and will stagger enemies away, but the light version only hits enemies in front of Jason, while the heavy version hits foes 360 degrees around him. Use Sweeping Strikes and the Prayer of Ares to give Jason some breathing room if he gets surrounded.

Weapon Swap Attack

Weapon Swap Attacks allow Jason to change weapons during a combo. A Weapon Swap Attack always counts as a heavy attack for the new weapon, and is always the end of a combo when it is used. It can be a very effective attack when used properly. If Jason is carrying a mace with significant power, for instance, and a sword with increased damage, he can perform a mace combo and finish it up with a sword attack to stagger the opponent, then move in for the kill.

Defensive Maneuvers

In addition to attacking, Jason has several maneuvers that can keep him out of harm's way. By using his shield and his natural athletic ability, Jason can block and dodge enemies. He can also use his shield for several offensive maneuvers that keep enemies at bay or make them vulnerable to attack.



Blocking



Blocking protects Jason from most attacks.

Jason can block most enemy blows and thus avoid taking damage. Jason's shield is indestructible, so it is not affected by armor damage. When blocking, Jason can still be staggered or

knocked back by powerful foes, and some bosses have the ability to circumvent Jason's blocking with their attacks. Blocking can be used as an offensive tactic as well.

Shield Bash

The Shield Bash is an offensive maneuver that does no damage but has a significant amount of power. Jason uses his shield to hit an opponent, usually knocking the opponent back.



The Shield Bash is a high power maneuver that can knock enemies back but does no damage.

Jason's recovery time from a Shield Bash makes follow-up attacks difficult, but the Shield Bash is a very effective way of knocking opponents away when Jason is surrounded, giving him time to move out of harm's way. Jason can more easily follow a Shield Bash with a light or heavy attack if you purchase Apollo's Shield Mastery Aspect.

Power Block

When timed correctly, a Shield Bash can become a Power Block. This requires that Jason performs the Shield Bash at the exact moment an enemy attacks. When executed, the Power Block knocks an opponent's weapon aside, leaving him momentarily vulnerable. While vulnerable, Jason can follow up with a light or heavy attack. Many of Apollo's Aspects improve the Power Block ability.

Dodge



Dodging allows Jason to move around an enemy and attack from the rear.

Jason can quickly dodge enemy attacks by rolling away. Dodges are much quicker than standard motion, so they can be used to gain a strategic advantage:

Jason can dodge around an enemy and then attack that enemy from behind, bypassing the opponent's shield and forcing him to turn around to block or attack. This maneuver works especially well with large, slow opponents such as minotaurs.

Interrupt

If one combatant attacks another who is in the middle of an attack, there is a possibility of interrupting that attack. This possibility is essentially rock-paper-scissors-based, with mace beating sword, sword beating spear, and spear beating mace. If an attack is successfully interrupted, the attack fails and the combatant reacts to the hit accordingly. If the attacker is not interrupted, he is able to complete his attack. Each combatant has its own resistance to interruption (similar to power resistance), and some Aspects and weapons make Jason's attacks harder to interrupt.

Maces

Armor damage: High

Light attack speed: Slow

Heavy attack speed: Slow

Power: High

Best versus: Sword

Special abilities: Can stun enemies (with Skull Cracker Aspect); can continue attacking after being deflected off an opponent's shield

The mace is the slowest of the three weapon types, but it does significantly more armor damage than the other two. The mace is also the most powerful of the three weapons, and is able to keep enemies off balance as you execute combos, destroying their shields and then swapping to a sword or a spear

to do more flesh damage. Purchasing the Skull Cracker Aspect gives all mace attacks a chance to stun enemies. Additionally, if a mace attack is deflected, the momentum of the swing allows Jason to quickly execute an attack. Neither of the other weapon types has this ability.



The mace is the slowest but most powerful of the three weapon types.

The mace is the best weapon to use against sword-equipped enemies, who have a hard time blocking its heavy attacks. When facing enemies with maces or axes, use the spear, which can power through their defenses.

Mace Attacks and Combos

- Light Attack
- Heavy Attack
- Light + Light
- Light + Heavy
- Light + Shield Bash
- Light + Weapon Swap
- Heavy + Light
- Heavy + Heavy
- Heavy + Shield Bash
- Heavy + Weapon Swap
- Light + Light + Light
- Light + Light + Heavy
- Light + Light + Shield Bash
- Light + Light + Weapon Swap
- Light + Heavy + Heavy
- Light + Heavy + Light
- Light + Heavy + Shield Bash
- Light + Heavy + Weapon Swap
- Special Attack + Light (Prayer of Ares)
- Special Attack + Heavy (Prayer of Ares)

Iolcan Mace

Acquired: During the Ionian attack on Iolcus.

Special Properties: None

The default mace of the Iolcan guard. It has no special properties or abilities.



Wave Breaker

Acquired: After duelling Xeno in the village on Iolcus.

Special Properties: 10 percent chance of causing a non-damaging blast that knocks back nearby enemies.



Xeno offers this mace as his stake when he challenges you to a duel in the village on Iolcus. It has more power than a standard mace, and a small chance of causing a blast that knocks back any enemies in range. This blast does no damage, and the power of the blast is equal to the power of the hit that causes it.

Fulcrum of Justice

Acquired: Given as a gift by the Silver Order on Kythra.

Special Properties: When dealing flesh damage, there is a 5 percent chance of stunning an enemy. Upon destroying an enemy's shield, there is a 50 percent chance that enemy will be stunned (stacks with Skull Cracker Aspect).



After you save General Errikos, Adelpha, and Marinos the mead maker on Kythra, the Silver Order presents you with this mace as a show of gratitude. The Fulcrum of Justice gives Jason a chance of stunning enemies without the Skull Cracker Aspect, and can stack with that Aspect.

Avenger's Maul

Acquired: Forged by Argios after giving last rites to Callas on Saria.

Special Properties: After killing two enemies in eight seconds, Jason's power briefly increases. The power surge continues as long as Jason continues killing enemies within eight seconds of each other (effect stacks with the Menis Aspects).

Agrios, the Nisyros bronzeweaver, makes this mace for you after you convince him to allow you to perform last rites for the murderer Callas. Avenger's Maul has the same effect as the Menis Aspects.



NOTE

When a weapon's ability "stacks" with an Aspect, this means that it pushes that Aspect to the next level. If Jason has the Avenger's Maul equipped, for instance, and has purchased Menis, the effect of the weapon is equal to Menis II. If all of the Aspect's levels have been purchased, he is given an extra bonus to the effect, as if there were another level for that Aspect.

Fist of Ares

Acquired: During the fight with Docon in the Arena on Mycenae.

Special Properties: Increased armor damage, as well as a 15 percent chance to instantly destroy shields upon impact.

The weapon of Ares, wielded by the King of Mycenae, is a very powerful mace against shielded enemies. It has increased armor damage, making it easy to keep enemies off guard while hammering away at their defenses. It also has a 15 percent chance of instantly destroying an opponent's shield with a single hit. This powerful weapon is given to you by King Lycomedes to battle the Ionian champion Docon during the final tournament on Mycenae.

Deimos, the Fist of Ares

Acquired: For completing all Deeds associated with the constellation Deimos.

Special Properties: Armor damage increase of Fist of Ares is doubled; destroyed shields explode with area-effect power blast that does both flesh and armor damage. The power of the blast is enough to Stagger most enemies.



This upgraded version of the Fist of Ares requires that you complete all Deeds associated with the constellation Deimos. When it gets the divine upgrade, the standard armor damage and flesh damage bonuses are doubled. It maintains the 15 percent chance to instantly destroy shields, but destroyed shields now explode, knocking back and seriously damaging any enemies near the blast.

Spears

Armor damage: Low

Light attack speed: Fast

Heavy attack speed: Moderate

Power: Low

Best versus: Mace

Special notes: Can be thrown at distant enemies, can critically hit (with the Conviction Aspect)

Spears have the fastest light attack of any weapon class, and the second fastest heavy attack. They also have a slightly longer reach than other weapons, allowing Jason to attack



Spears do little armor damage, but are faster than the other weapons.

enemies that are slightly farther away. The light attack is a quick jab, while the heavy attack is an upward thrust that does more damage than heavy attacks from other weapons. The spear's special moves, called Sweeping Strikes, stagger enemies that surround Jason. The spear is also the only weapon that can chain attacks from Shield Bashes, making it a great defensive weapon. With Athena's Conviction Aspects, spears are given a chance to perform a critical hit, which increases both the damage and the power of the attack. Despite their speed and reach, spears do the least armor damage. For this reason, the spear is best used to get around enemy shields, not smash through them. Spears also have less power than the other two weapon types, making it easier for enemies to withstand spear attacks without being staggered or knocked back.

Enemies armed with spears are generally slightly slower than those carrying swords. But their spear attacks do the most amount of damage when successful. They are best countered with the sword, which has the speed to interrupt their attacks and get past their defenses.

NOTE

Spears have a special attack not afforded to any of the other weapons: The spear can be thrown at incoming enemies, making it the only ranged weapon available to Jason.

A thrown spear has the same flesh damage as a heavy attack, but it has far more armor damage and power. Its effectiveness can be improved with Athena's Seeking Spear Aspect. As soon as a thrown spear hits an enemy, the spear is magically returned to hand Jason by Athena. Thrown spears are highly accurate, but the target can dodge.

Spear Attacks and Combos

- Light Attack
- Heavy Attack
- Light + Light
- Light + Heavy
- Light + Shield Bash
- Light + Weapon Swap
- Special Attack + Light (Light Sweeping Strike)
- Special Attack + Heavy (Heavy Sweeping Strike)
- Light + Light Sweeping Strike
- Light + Heavy Sweeping Strike
- Shield Bash + Shield Bash + Light
- Shield Bash + Shield Bash + Heavy
- Shield Bash + Shield Bash + Weapon Swap
- Light + Shield Back + Light
- Light + Shield Bash + Heavy
- Light + Shield Bash + Weapon Swap
- Light + Shield Bash + Light Sweeping Strike
- Light + Shield Bash + Heavy Sweeping Strike

Iolcan Spear

Acquired: Automatically at the outset of the Ionian attack on Iolcus.

Special Properties: None

The first weapon available in the game, the Iolcan Spear is a basic weapon that has no special qualities. It can also be acquired in the training room during the initial attack.



Oathsworn Lance

Acquired: This spear is given to Jason upon completing the Honored Timeaus Deed on Iolcus.

Special Properties: When the Oathsworn Lance is equipped, Jason takes less damage than normal and gains increased resistance.

Timeaus dies during the attack on the Palace, sacrificing his life to save Jason's. When Timeaus's father Mnason is presented with his son's spear, he insists that Jason take it.

Cold-Iron Pike

Acquired: Automatically before third tournament battle on Mycenae.

Special Properties: The Cold-Iron Pike has greatly increased armor damage.

A spear crafted for Jason by Daedalus, specifically to combat Achilles. The Cold-Iron Pike makes up for the main disadvantage of spears by dealing more armor damage.

Redemption

Acquired: Taken from Atalanta's hut on Saria.

Special Properties: This spear absorbs the health of killed enemies. The more health an enemy has when killed, the more health is absorbed. When the spear reaches a certain threshold, two things occur: All nearby enemies are stunned for a short duration (this is the exact same effect as Apollo's Brilliance God Power), and Jason receives a small health bonus.

Redemption was the weapon of Lysander, the Black-tongue assassin who fled the order to marry the Oracle Pelagia and hide out on Saria. This spear absorbs the health of any man or creature it kills. When full, it lets loose a blast of energy that stuns nearby enemies and heals Jason as he attacks.

Spear of Virtue

Acquired: Automatically presented to Jason by Perseus after their confrontation in the Hall of Guardians on Kythra.



Special Properties: When an enemy is killed with the Spear of Virtue, it creates a marker on the ground. Any enemy who steps into this marker is struck by lightning, which deals damage and knocks the enemy back. Each marker lasts for five seconds. This is the same effect as Athena's Tempest God Power.

The Spear of Virtue is the weapon of Athena, given to Jason by Perseus so he may confront Medusa. The Spear of Virtue contains the power of lighting, and when it kills an enemy, a magical marker appears on the ground, striking any enemies who enter it with an electrical blast. This spear can be upgraded to the Divine Spear of Virtue by completing the Parthenos constellation.

Parthenos, the Spear of Virtue

Acquired: By completing all Deeds associated with the constellation Parthenos.

Special Properties: The divine upgrade to the Spear of Virtue greatly increases its armor and flesh damage. Whenever an enemy is killed, a lightning bolt drops on the fallen foe, creating an electrical area-of-effect that damages nearby enemies.

By pleasing Athena through your Deeds, the Spear of Virtue's power is upgraded significantly. It is given bonuses to both armor and flesh damage, and its special abilities are enhanced.

Swords

Armor damage: Moderate

Light attack speed: Moderate

Heavy attack speed: Fast

Power: Moderate

Best versus: Spear

Special notes: Can lacerate enemies (with Crippling Wounds Aspect)

Swords provide the best combination of speed, power, and damage. Spears are good at flesh damage, maces are good at armor damage, but swords provide a balance of both. The sword can also chain together numerous light attacks during a combination, making for more possible combos than with other

weapons. When the Crippling Wounds Aspect is purchased, all sword attacks have a chance of lacerating opponents, causing them to turn more slowly and rendering them unable to move away from the melee for a short period of time.



The sword provides a balance of moderate power and speed, and moderate armor and flesh damage.

The sword is the best weapon to use against spear-wielding opponents. Jason is most vulnerable when wielding a sword against macemen.

Sword Attacks and Combos

- Light Attack
- Heavy Attack
- Light + Light
- Light + Heavy
- Light + Shield Bash
- Light + Weapon Swap
- Light + Light + Light
- Light + Light + Heavy
- Light + Light + Shield Bash
- Light + Light + Dodge
- Light + Light + Weapon Swap
- Light + Light + Light + Light
- Light + Light + Light + Heavy
- Light + Light + Light + Shield Bash
- Light + Light + Light + Dodge
- Light + Light + Light + Weapon Swap
- Special Attack + Light (Dash Attack)
- Special Attack + Heavy (Dash Attack)

Iolcan Xiphos

Acquired: During the Ionian attack on Iolcus.

Special Properties: None

The basic sword of the Iolcan Guard, the Xiphos has no special qualities. It can be acquired at two points during the Ionian attack on Iolcus: either in the training room, or as you descend the stairs into the statuary courtyard.



Veteran's Blade

Acquired: When speaking to Idas in the Iolcus village after he announces his retirement.

Special Properties:

Increased armor damage; 35 percent chance to lacerate on impact (stacks with both Crippling Wounds Aspects).

After announcing his retirement, Captain Idas retires to his house in the village. If you visit him there, he presents you with this sword, the same sword that trained you for battle under his tutelage. The Veteran's Blade has a bonus to armor damage and a good chance of lacerating opponents on impact, reducing their turning speed and preventing them from running for a short duration.



Damascus Steel

Acquired: Given to you by Daedalus in the Mycenae arena, before the second round of the tournament for Lycomedes' throne.

Special Properties: Large increase to flesh and armor damage when attacking an enemy from behind (this effect stacks with the Cunning Strikes Aspect).

Forged by Daedalus on Mycenae, this sword is presented to you after Daedalus learns that there is trickery afoot in the tournament. This sword is meant to even the odds. It has a significant bonus to both flesh and armor damage when attacking an enemy from behind.



Thorn of Hades

Acquired: Taken from Phaedon after defeating him in combat in the Hall of Philosophers on Kythra.

Special Properties: All attacks have a small chance of bypassing shields and doing flesh damage to blocking enemies.

The weapon of Phaedon, the corruptor of Kythra, can injure foes even when they are blocking your attacks. This sword is taken from Phaedon after you defeat him in combat.



Wind Shear

Acquired: Given to you by Hermes after you save the centaurs on Saria.

Special Properties: Every kill with this sword has a chance to activate the Hermes God Power Wind Strike.

The weapon of Hermes himself, the Wind Shear harnesses the power of the wind, allowing Jason to fire air blasts at enemies for a short time after killing an opponent. This weapon can be upgraded to Zephyrus, the Wind Shear by completing the Zephyrus constellation.



Zephyrus, the Wind Shear

Acquired: By completing all Deeds associated with the constellation Zephyrus.

Special Properties: The divine upgrade to the Wind Shear has greatly increased armor damage, and a new unique ability: When an enemy is killed, there is a chance to activate the Hermes God Power Slowdown.

By gaining great Favor with Hermes and completing the Deeds associated with the constellation Zephyrus, the Wind Shear is upgraded to a very powerful weapon with unique abilities. It not only does significantly more armor damage, it can literally affect time, slowing everything around Jason to give him a significant speed advantage.

Shields

Jason's shield allows him to block most incoming attacks, as well as perform offensive maneuvers in the forms of the Shield Bash and the Power Block. Jason's primary shield is indestructible, and serves as his only shield for most, if not all, of the game. There is, however, an upgrade available if you complete the constellation Helios.



Jason's shield can block attacks and provide increased resistance against powerful blows.

Iolcan Shield

Acquired: Automatically at beginning of game.

Special Properties: Increases resistance when blocking.

The default shield of the Iolcan king gives him added resistance when blocking, but has no special properties or abilities.



Mark of the Iolcan King

Acquired: By completing all Deeds associated with the constellation Helios.

Special Properties: Power Block does flesh damage (stacks with Crushing Block Aspect). There is also a 10 percent chance that blocked hits cause the attacker to take flesh damage and be staggered or knocked back.

Apollo grants you this upgraded shield when you honor him by completing all the stars in the Helios constellation. It adds benefits both to Power Blocks and regular blocks. Power Blocks now cause flesh damage, and regular blocks have a chance to cause damage and push an opponent back with the power of a Shield Bash.

Armor

During his quest for the Golden Fleece, Jason finds new suits of armor that provide a wide variety of benefits. The armor found does not necessarily *improve* on previous suits. Instead each suit of

armor provides unique benefits. With the exception of the Ceremonial Armor you begin with, any suit of armor you find can potentially serve you throughout the game. The major exception to this is the Fleece itself, which is by far the most powerful armor in the game.



Each suit of armor provides unique benefits to Jason's statistics or combat abilities.

Ceremonial Armor

Acquired: Automatically at beginning of game.

Special Properties: None

This armor is meant to adorn the warden of Iolcus during weddings and other ceremonies. Although it offers some protection, it has no special properties or abilities.



Iolcan War Armor

Acquired: In the Crypt of Kings on Iolcus.

Special Properties: Offers slightly increased resistance and a 25 percent increase to Jason's maximum health.

This armor, decorating the Crypt of Kings on Iolcus, is stronger than the Ceremonial Armor, offering slightly better resistance against powerful attacks. Additionally, it increases Jason's maximum health by a significant amount.



Gladiator's Harness

Acquired: Given by Daedalus before the first Arena battle on Mycenae.

Special Properties: Jason regains 2.5 percent of his health after killing an enemy (stacks with Conquest Aspect).



Daedalus creates this special armor to protect you during the arena battles on Mycenae. While wearing it, Jason regains 2.5 percent of his health with every kill. Daedalus upgrades this armor to Champion's Might or Champion's Fury if you speak with him after leaving Mycenae.

Champion's Fury

Acquired: Daedalus upgrades the Gladiator's Harness after he joins your crew. This is one of two armor upgrades he offers.

Special Properties: Jason regains 5 percent of his health upon an enemy's death.



This upgraded Gladiator's Harness increases the armor's natural ability, restoring more of Jason's health when he kills an opponent.

Champion's Might

Acquired: The second of two possible upgrades Daedalus offers to you after he joins your crew.

Special Properties: Jason regains 2.5 percent of his health upon an enemy's death; bonuses to power and resistance.



The second of two armor upgrades offered to you by Daedalus, this enhanced Gladiator's Harness maintains its health regeneration bonus, as well as increases the power of Jason's attack and his resistance to the power of enemy attacks.

Nisyros Tribal Armor

Acquired: Given to Jason by Lykas after he uncovers and defeats the centaur traitor on Saria.

Special Properties: Reduces the cool down of God Powers 10 percent. On



a flesh hit, there is a 20 percent chance a single decoy will appear at Jason's position (similar to the Hermes Spirit Trail God Power).

A gift from Lykas, the Aleph of the Nisyros, this well-crafted armor allows Jason to more quickly regenerate his God Powers after activating one. It also has a slight chance of creating a decoy when Jason scores a flesh hit. This decoy lasts for 25 seconds or until it is destroyed by an enemy.

Guardian's Plate

Acquired: Presented by Athena on Kythra, after Jason renders judgment on Medusa.

Special Properties: After Jason deals a great deal of damage without being hit, Athena's Lightning Seed power is cast on Jason, increasing his power and discharging an electrical blast when an enemy is killed. All attacks also have a chance to deal flesh damage on blocking enemies while the power is active.



In the heat of battle, if Jason successfully does a great amount of damage without taking any damage himself, he is imbued with increased power and the ability to bypass the enemy's shield to do flesh damage, even when the opponent is blocking. When an enemy is killed, Jason discharges an electrical blast that injures and stuns nearby enemies.

Golden Fleece

Acquired: Taken from the stronghold of Hecate in Tartarus.

Special Properties: Increases to power, flesh damage, armor damage, maximum health, and resistance. Also regenerates Jason's health at a rate of 33 percent per second.



The object of your quest is the most powerful armor available. It is taken from the stronghold of Hecate after Jason's treacherous journey through Tartarus, but the benefits it bestows prove that it was worth the trouble. In addition to giving increases to all of Jason's combat stats and his maximum health, the Fleece also regenerates Jason's health at an incredible rate.



THE FAVOR OF THE GODS



In his quest to resurrect his bride-to-be Alceme, Jason must seek the blessing of his four patron gods: Ares, Apollo, Athena, and Hermes. Each of these gods has the ability to greatly enhance Jason's combat ability, both in the form of special powers and in the form of passive bonuses that increase the combat abilities of both Jason and his Argonauts. To access these new abilities, Jason must gain Favor with the gods; this Favor allows him to purchase abilities from each god's domain. There are two ways to gain Favor with the gods: by dedicating Deeds to them, and by aligning yourself with them through the dialogue choices you make as you converse with the people and creatures you meet during your journey.

Gaining Favor

Deeds are the best way to gain Favor with the gods. As you complete tasks and finish major events, you are awarded with Deeds. These vary from simply delivering a message to someone, to showing prowess in combat, to killing the major foes you encounter. When you acquire Deeds, you can then dedicate them to a god. Deeds vary in value, which is determined by both their significance and their difficulty. Some Deeds gain you only a small amount of Favor with the god to whom you dedicate it, others gain you great Favor. As you gain more and more Favor with a particular god, you are granted Aspect points. These points can then be spent to purchase new abilities from that god's Aspect tree. For a complete list of all Deeds available, see the Deeds chapter.

You can also gain Favor with the gods by making specific conversation choices. Not all conversations allow you to gain Favor, but the great majority do. For this reason, it is important that you speak to everyone you can. Even seemingly inconsequential conversations will often present you with the opportunity to gain a small amount of Favor with one or two of your patron gods, and these small amounts of Favor add up over time.

The god-aligned conversation options follow a consistent format. When you can gain Favor with a god via a certain response, Ares is always in the top left corner of the dialog tree, Apollo is always in the bottom left, Hermes in the top right, and Athena in the bottom right. You can not always please every god in every instance, sometimes you must choose between two or three. And, as with Deeds, conversation choices vary in the amount of Favor they grant. Conversations taking place at significant moments in the game almost always grant you far more Favor than incidental moments. For a complete list of all Favor-granting conversations in the game, see the Conversations chapter.

Aspects

When you have achieved a certain amount of Favor with a god, you earn an Aspect point. This point can then be used to purchase a new ability from the god's Aspect tree. Every ability costs one Aspect point. Each god's Aspect tree has six tiers. The first tier is unlocked from the beginning, but to unlock the others you must purchase abilities from the Aspect tree:

Tier One: Unlocked automatically.

Tier Two: Unlocked when two Aspects from Tier One have been acquired.

Tier Three: Unlocked when any four Aspects have been acquired.

Tier Four: Unlocked when seven Aspects have been acquired.

Tier Five: Unlocked when 12 Aspects have been acquired.

Tier Six: Unlocked when 17 Aspects have been acquired.

Because you must purchase Aspects to gain access to the more powerful abilities, it is not a good idea to save your Aspect points. Purchasing the Aspects from the lower tiers helps you get through the early parts of the game, and allows you to purchase the better Aspects as you proceed.

Choosing which god with whom to gain Favor really depends on your fighting style. Ideally, you will explore enough and complete enough Deeds and conversations that you can select a great number of Aspects from each of the four gods. But if you want to play a more streamlined game, to simply take the shortest route and skip the optional Deeds and conversations, you should choose the god that best suits your fighting style.

NOTE

Each Aspect point requires 600 Favor points. For the value of each Deed and conversation, see their respective chapters.



The wheel in the bottom left corner of a god's Aspect menu shows you how many Aspect points you have and how close you are to gaining another.



Conversations are added to your Favor automatically, but Deeds must be dedicated to a particular god. To dedicate a Deed, scroll through the Deeds list in the upper-right corner of your chosen god's Aspect menu, then select "Dedicate."



You can watch the meter on the wheel as you dedicate Deeds to see how close you are to earning your next Aspect point.



Once you gain an Aspect point, you can use it to purchase any Aspect on any unlocked tier of the Aspect tree.



If you purchase a new God Power, you are prompted to move to the God Power menu, where you can assign your new power to the controller.

Aspect Types

There are three basic types of Aspects.

God Powers

God Powers are the most powerful of the Aspect types. These are active abilities that Jason can call upon during battle, giving him significantly enhanced powers for a short period of time. Unlike the other Aspects, which are passive and therefore permanently "on," God Powers require time to regenerate, and thus can only be activated at certain times during combat. You can have up to four God Powers assigned to the controller at any time.

Attack Upgrades

Attack upgrades are constant bonuses that only affect one particular attack or weapon. Although they are permanent and do not need to be activated like God Powers, these Aspects only affect specific combat styles or moves. These can greatly enhance a single maneuver, or add a moderate bonus to a more general class of action.

Passive Bonuses

These Aspects are always in effect and do not specifically impact any one particular combat style. Instead, they may increase the Argonaut's maximum health, give Jason the ability to regenerate health during combat, or greatly enhance his abilities under certain conditions.

Apollo



Apollo's domain is defense and the shield; the abilities in his Aspect tree reflect this by improving Jason's defensive abilities or by making it harder for Jason and his Argonauts to take too much damage in battle. His God Powers are also defensive in nature, providing healing or creating defensive shields around Jason.

First Tier

Indomitable Will

Type: Attack upgrade

Prerequisite: None

Effect: Jason's resistance when blocking is slightly increased.



Rallying Presence

Type: Passive bonus

Prerequisite: None

Effect: Jason can revive fallen Argonauts during combat.



Crushing Block

Type: Attack upgrade

Prerequisite: None

Effect: A successful Power Block deals 10 flesh damage to the attacking foe.



Second Tier

Heroic Spirit

Type: Passive bonus

Prerequisite: None

Effect: The more enemies that are near Jason, the less damage he takes. Every nearby enemy reduces the damage Jason takes by 10 percent. This bonus caps at 50 percent.



Final Stand

Type: Passive bonus

Prerequisite: None

Effect: While in a State of Grace, Jason takes 50 percent less damage from attacks.



Fortifying Presence

Type: Passive bonus

Prerequisite: None

Effect: The maximum health of all Argonauts is increased by 50 percent.



Healing Beacon

Type: God Power

Prerequisite: None

Effect: When Healing Beacon is activated, a single pillar of light falls on the ground where Jason is standing. Jason and any Argonauts within the pillar have their health regenerated.



NOTE

The Healing Beacon only restores health as long as Jason and/or the Argonauts remain in the pillar of light.

Third Tier

Indomitable Will II



Type: Passive bonus

Prerequisite: Indomitable Will

Effect: This Aspect gives Jason a slight resistance bonus at all times, as well as a resistance increase when blocking.

Wings of the Gryphon



Type: Attack upgrade

Prerequisite: None

Effect: When Jason performs a successful Power Block, it generates a blast that also knocks down nearby enemies.

Inspiring Presence



Type: Passive bonus

Prerequisite: Fortifying Presence

Effect: In combat, Argonauts slowly regenerate their health over time.

Solar Shield



Type: God Power

Prerequisite: None

Effect: If Jason blocks an enemy's attack, he does a small amount of damage to the enemy.

Healing Beacon II



Type: God Power

Prerequisite: Healing Beacon

Effect: Healing Beacon II is similar to Healing Beacon, only this improved version casts pillars of light on Jason and each of the Argonauts, and revives any incapacitated Argonauts.



Fourth Tier

Guardian's Defiance



Type: Passive bonus

Prerequisite: None

Effect: If Jason loses more than 22 percent of his health in a short time, he emits a blast of energy that damages all nearby enemies.

Rallying Presence II



Type: Passive bonus

Prerequisite: Rallying Presence

Effect: Defeated Argonauts automatically revive after 30 seconds.

Silver Armor



Type: God Power

Prerequisite: None

Effect: Any successful attack against Jason cannot move him. He also receives far less damage from attacks, receives an increase in resistance, and all successful attacks bounce off him as they would off a shield.



Solar Shield II



Type: God Power

Prerequisite: Solar Shield

Effect: In addition to taking damage, enemies who strike Jason's shield are knocked back.



Crushing Block II



Type: Attack upgrade

Prerequisite: Crushing Block

Effect: Jason's Power Block does more damage to attacking enemies.

Fifth Tier

Indomitable Will III

Type: Attack upgrade

Prerequisite: Indomitable Will II

Effect: Jason retains his resistance bonus when blocking, and his passive resistance bonus is further increased.



Regeneration

Type: Passive bonus

Prerequisite: None

Effect: Jason continually regains a small amount of health every second.



Rallying Presence III

Type: Passive bonus

Prerequisite: Rallying Presence II

Effect: When Jason revives an Argonaut, that Argonaut is invincible for 10 seconds.



Brilliance

Type: God Power

Prerequisite: None

Effect: All enemies are stunned for a short duration.



Sixth Tier

Vigilant Defense

Type: Attack upgrade

Prerequisite: None

Effect: When blocking, there is a 10 percent chance that Jason will automatically perform a Power Block. If successful, there is a 10-second cooldown before the chance for a Power Block can occur again.



Regeneration II

Type: Passive bonus

Prerequisite: Regeneration

Effect: Jason continually regains a small amount of health every second.



Golden Armor

Type: God Power

Prerequisite: Silver Armor

Effect: As with Silver Armor, attacks cannot move Jason and bounce off his body as if it were a shield. He takes even less damage from attacks, and receives a greater increase in resistance.



Brilliance II

Type: God Power

Prerequisite: Brilliance

Effect: All enemies are stunned for a longer duration and take a small amount of damage.



Ares



Ares is the god of war, and his Aspect tree reflects this. The God Powers and abilities available from Ares make Jason's attacks more powerful and brutal. Ares' domain is the mace, and many of his attack upgrades enhance that weapon's power.

First Tier

Shield Breaker



Type: Attack upgrade

Prerequisite: None

Effect: All of Jason's attacks with any weapon do more armor damage.

Vengeance



Type: Passive bonus

Prerequisite: None

Effect: If Jason suffers an attack that takes more than 30 percent of his health, his next attack has an increase to both damage and power.

Menis



Type: Attack upgrade

Prerequisite: None

Effect: If Jason kills two enemies within eight seconds, he enters a frenzied mode where his armor damage increases for eight seconds. Any enemy killed during this time resets the duration to eight seconds.

Second Tier

Stout Hearted



Type: Passive bonus

Prerequisite: None

Effect: When in a State of Grace, all of Jason's attacks do more damage.

Rampage



Type: God Power

Prerequisite: None

Effect: All of Jason's attacks have a tremendous increase in power.



Vengeance II



Type: Passive bonus

Prerequisite: Vengeance

Effect: If Jason suffers an attack that takes more than 30 percent of his health, his next attack has a slightly higher increase to both damage and power than that of Vengeance I.

Mace Mastery



Type: Attack upgrade

Prerequisite: None

Effect: When Jason uses a Weapon Swap Attack from spear to mace or sword to mace, he gains a significant bonus to armor damage.

Third Tier

Shield Breaker II



Type: Attack upgrade

Prerequisite: Shield Breaker

Effect: Jason's attacks do even more damage to shields and armor.

Rampage II



Type: God Power

Prerequisite: Rampage

Effect: All of Jason's attacks have a tremendous increase in power and trigger a blast that damages nearby enemies.

Fury



Type: Attack upgrade

Prerequisite: None

Effect: Jason's attacks have more power. Applies to all weapons.

Stone Armor

Type: God Power

Prerequisite: None

Effect: Jason is invulnerable to damage. The effect remains until Jason has suffered a certain number of attacks.



Skull Cracker

Type: Attack upgrade

Prerequisite: None

Effect: All mace attacks have a 10 percent chance to stun an enemy for three seconds. This chance increases to 50 percent if the attack destroys an enemy's armor or shield.



Fourth Tier

Conquest

Type: Passive bonus

Prerequisite: None

Effect: When Jason kills an enemy, he regains 2.5 percent of his health.



Petrify

Type: God Power

Prerequisite: None

Effect: When activated, Jason's attacks turn an enemy to stone. Petrified enemies can be shattered like shields.



Stone Armor II

Type: God Power

Prerequisite: Stone Armor

Effect: Jason is invulnerable to damage. The effect lasts longer than with the third tier Stone Armor.



Menis II

Type: Attack upgrade

Prerequisite: Menis

Effect: The effects are the same as with Menis, but Jason also receives an increase in both power and damage.



Skull Cracker II

Type: Attack upgrade

Prerequisite: Skull Cracker

Effect: This Aspect is the same as Skull Cracker, but the stun duration is increased to four seconds.



Fifth Tier

Shield Breaker III

Type: Attack upgrade

Prerequisite: Shield Breaker II

Effect: The bonus to Jason's armor damage is further increased.



Fury II

Type: Attack upgrade

Prerequisite: Fury

Effect: Jason's attacks with any weapon gain a greater increase in power.



Rage of Ares

Type: God Power

Prerequisite: None

Effect: Fiery blasts hit nearby enemies, doing a great deal of armor damage and knocking back any enemies around Jason.



Improved Prayer of Ares

Type: Attack upgrade

Prerequisite: None

Effect: The mace special move, Prayer of Ares, now sends out a larger blast.



Sixth Tier

Conquest II



Type: Passive bonus

Prerequisite: Conquest

Effect: When Jason kills an enemy, he recovers 10 percent of his health.

Petrify II



Type: God Power

Prerequisite: Petrify

Effect: As with Petrify, this upgrade causes attacked enemies to turn to stone. However, shattered enemies now explode, causing damage to all nearby foes.

Rage of Ares II



Type: God Power

Prerequisite: Rage of Ares

Effect: This upgrade to Rage of Ares increases the power of the blasts, causing them to knock back all enemies and do a significant amount of armor damage.



Improved Prayer of Ares II



Type: Attack upgrade

Prerequisite: Improved Prayer of Ares

Effect: The mace special move, Prayer of Ares, has more power.

Athena



Athena's domain is the spear and electricity. Her attack upgrades allow you to become much more proficient with the spear, both in melee combat and when throwing spears. Her God Powers primarily give you the ability to use electricity to shock your opponents in various ways.

First Tier

Intervention



Type: Attack upgrade

Prerequisite: None

Effect: Jason's Power Block will stun enemies for a longer duration.

Strategic Assault

Type: Attack upgrade

Prerequisite: None

Effect: If Jason successfully attacks five times in a row without blocking or being hit, he receives a bonus to flesh damage.



Spear Mastery

Type: Attack upgrade

Prerequisite: None

Effect: When Jason performs a Weapon Swap Attack from mace-to-spear or sword-to-spear, the attack receives an increase to flesh damage.



Second Tier

Lethal Commander

Type: Passive bonus

Prerequisite: None

Effect: All Argonauts perform their special moves more often.



Righteous Fury

Type: Passive bonus

Prerequisite: None

Effect: If Jason is hit while attacking, he takes 15 percent less damage.



Unyielding Assault

Type: Passive bonus

Prerequisite: None

Effect: Jason receives a flesh damage bonus to any attack that interrupts an enemy in the middle of attacking.



Lightning Seed

Type: God Power

Prerequisite: None

Effect: All of Jason's attacks deal flesh damage to enemies even if they are blocking. Killed opponents discharge an electrical blast that will injure and stun nearby enemies.



Third Tier

Righteous Fury II

Type: Attack upgrade

Prerequisite: Righteous Fury

Effect: Increases the damage reduction while attacking to 30 percent.



Intervention II

Type: Attack upgrade

Prerequisite: Intervention

Effect: Jason's Power Block will stun enemies for an even longer duration.



Improved Sweeping Strikes

Type: Attack upgrade

Prerequisite: Intervention

Effect: Both the light and heavy versions of the spear swing attack have increased damage.



Tempest

Type: God Power

Prerequisite: None

Effect: When activated, Tempest causes electrical markers to appear on the ground near Jason. Any enemy who touches one of these markers is struck by lightning, electrocuted, and knocked back.



Lightning Seed II

Type: God Power

Prerequisite: Lightning Seed

Effect: Increases the effects of the electrical blast, causing more damage to nearby enemies and stunning them for a longer period of time.



Fourth Tier

Lethal Commander II



Type: Passive bonus

Prerequisite: Lethal Commander

Effect: All Argonauts perform their special moves with even greater frequency than that of Lethal Commander.

Conviction



Type: Attack upgrade

Prerequisite: None

Effect: All spear attacks have a 5 percent chance to become critical hits. This chance is increased to 50 percent if Jason interrupts an enemy attack.

Unyielding Assault II



Type: Attack upgrade

Prerequisite: Unyielding Assault

Effect: If Jason interrupts an enemy, he releases a radial blast that will stagger enemies away from him.

Tempest II



Type: God Power

Prerequisite: Tempest

Effect: A greater number of electrical markers appear and explode upon impact, damaging nearby enemies.

Storm Spear



Type: God Power

Prerequisite: None

Effect: Jason can hurl lightning spears at opponents (activated using the same controls as the Spear Throw, Wounding, and Execution attacks).

Fifth Tier

Seeking Spear



Type: Attack upgrade

Prerequisite: None

Effect: Thrown spears have increased power and deal more damage to armor.

Righteous Fury III



Type: Attack upgrade

Prerequisite: Righteous Fury II

Effect: Increases the damage reduction while attacking to 45 percent.

Strategic Assault II



Type: Attack upgrade

Prerequisite: Strategic Assault

Effect: Jason receives a larger flesh damage bonus to any attack that interrupts an enemy that is in the middle of attacking.

Aegis



Type: God Power

Prerequisite: None

Effect: Electricity arcs off Jason's body, interrupting the attacks of nearby enemies, and bolts of lightning occasionally shoot out, damaging enemies and knocking them back.



Sixth Tier

Conviction II



Type: Attack upgrade

Prerequisite: Conviction

Effect: This upgrade to Conviction increases the chance of a critical hit to 10 percent.

Thunder and Lightning



Type: Attack upgrade

Prerequisite: None

Effect: Spear attacks that are chained from a Shield Bash deal extra flesh damage.

Aegis II

Type: God Power

Prerequisite: Aegis

Effect: This upgrade to Aegis causes the electricity arcing off Jason to have more power, and the occasional bolts firing off Jason to occur more frequently.



Storm Spear II

Type: God Power

Prerequisite: Storm Spear

Effect: Electrical explosions now discharge from all Storm Spears upon impact, damaging all nearby foes.



Hermes



Hermes' domain is the sword and speed. The attack upgrades available from Hermes' Aspect tree primarily improve your abilities with the sword, though there are many that also increase the speed at which your God Powers regenerate. His God Powers mostly involve speed bonuses, or the ability to channel the wind to hurt your opponents.

First Tier

Serpent's Fangs

Type: Attack upgrade

Prerequisite: None

Effect: All sword attacks performed immediately after dodging do more damage to shields.



Sword Mastery

Type: Attack upgrade

Prerequisite: None

Effect: When performing a Weapon Swap Attack from mace-to-sword or spear-to-sword, Jason receives a bonus to flesh and armor damage.



Spirit Trail

Type: God Power

Prerequisite: None

Effect: When dodging, Jason leaves behind a decoy that enemies will attack instead of him. The decoy is destroyed if it takes too much damage, or if Jason dodges again (in which case another decoy is created).



Second Tier

Thread Cutter

Type: Attack upgrade

Prerequisite: None

Effect: Jason earns a bonus 10 percent God Power charge for killing an enemy with a prone attack.



Favor of the Gods



Type: Passive bonus

Prerequisite: None

Effect: If Jason does a great deal of damage to enemies in a short period of time, he receives a bonus to his God Power charge.

Quicksilver



Type: Attack upgrade

Prerequisite: None

Effect: Jason's dodges are much faster.

Crippling Wounds



Type: Attack upgrade

Prerequisite: None

Effect: All sword attacks have a 35 percent chance to lacerate an enemy, which halves their turning speed and prevents them from running. The effect lasts for 10 seconds.

Third Tier

Favor of the Gods II



Type: Attack upgrade

Prerequisite: Favor of the Gods

Effect: If Jason does a great deal of damage to enemies in a short period of time, he receives a larger bonus to his God Power charge and instantly regains 10 percent of his health.

Divine Appeal



Type: Passive bonus

Prerequisite: None

Effect: The God Power regeneration rate increases by 50 percent when Jason is in a State of Grace.

Messenger's Call



Type: Passive bonus

Prerequisite: None

Effect: The cost to activate God Powers is reduced by 10 percent.

Spirit Trail II



Type: God Power

Prerequisite: Spirit Trail

Effect: This upgrade to Spirit Trail allows Jason to have up to three decoys at once.

Wind Strike



Type: God Power

Prerequisite: None

Effect: All attacks fire a blast of air that damages enemies from afar, temporarily turning every weapon into a ranged weapon.



Fourth Tier

Serpent's Fangs II



Type: Attack upgrade

Prerequisite: Serpent's Fangs

Effect: All sword attacks performed immediately after dodging do even more damage to shields, as well as more flesh damage.

Cunning Strikes



Type: Attack upgrade

Prerequisite: None

Effect: Jason receives a 6 percent God Power charge after hitting an opponent in the back, as long as the attack does flesh damage.

Crippling Wounds II



Type: Attack upgrade

Prerequisite: Crippling Wounds

Effect: Increases the chance of lacerating an opponent to 55 percent, and increases the duration of the effect to 15 seconds.

Speed of the Herald

Type: God Power

Prerequisite: None

Effect: All enemies and Argonauts slow down, while Jason maintains regular speed.



Wind Strike II

Type: God Power

Prerequisite: Wind Strike

Effect: With this upgrade, air blasts receive bonuses to armor damage and power. The duration of the power is also extended.



Fifth Tier

Thread Cutter II

Type: Attack upgrade

Prerequisite: Thread Cutter

Effect: Jason earns a bonus 20 percent God Power charge for killing an enemy with a prone attack.



Improved Dash Attack

Type: Attack bonus

Prerequisite: None

Effect: Sword Dash Attacks have more power and do more armor damage.



Messenger's Call II

Type: Passive bonus

Prerequisite: Messenger's Call

Effect: The cost to activate God Powers is reduced by 20 percent.



Gates of Tartarus

Type: God Power

Prerequisite: None

Effect: When activated, a gate to Tartarus appears over Jason. All enemies near the gate have reduced resistance, and if thrown in the air or knocked to the ground, they are pulled into the gate and instantly killed.



Sixth Tier

Cunning Strikes II

Type: Attack upgrade

Prerequisite: Cunning Strikes

Effect: Hitting an opponent in the back inflicts more flesh and armor damage.



Improved Dash Attack II

Type: Attack bonus

Prerequisite: Improved Dash Attack

Effect: All Sword Dash Attacks do more flesh damage.



Speed of the Herald II

Type: God Power

Prerequisite: Speed of the Herald

Effect: Enemies are slowed even more and the duration of the power is increased.



Gates of Tartarus II

Type: God Power

Prerequisite: Gates of Tartarus

Effect: The radius of effect for the gate is increased, and all nearby enemies are stunned when the gate appears.





IOLCUS



Iolcus is the favored city of Zeus, and ruled with a just hand by its king, Jason. As the game begins, Jason is about to marry his true love, Alceme. An assassin attacks just as the wedding begins, killing Alceme and sending Jason on an epic quest for revenge and a way to bring his love back from the dead.



Jason's beloved Alceme is murdered on their wedding day.



Legend

- | | | |
|-----------------|-----------------------|-----------------|
| 1 Mausoleum | 5 Sanctuary Courtyard | 9 Docks |
| 2 Courtyard | 6 Royal Court | 10 Ares' Cavern |
| 3 Training Room | 7 Village | H Herm |
| 4 Garden | 8 Crypt of Kings | A Alceme Memory |

The Assassination

After Alceme's death, Jason and Hercules set off in search of the assassin. This opening section serves as both a tutorial and a tour of the major areas of the Palace. Begin running down the garden path toward the open doors ahead. Someone is firing arrows at you as you approach the doors, but they are easily avoided.



Run from the Mausoleum to the courtyard ahead.

As you enter the courtyard, several heavily armored soldiers attack. These are Ionians, trained mercenaries who kill for hire. At this point, Jason is only armed with a spear.

Use the spear to experiment with the short and long attacks. Short attacks are quicker, while long attacks are stronger. As you fight this initial crew of mercenaries, Hercules demonstrates his qualities as a companion—he picks up enemies and squeezes the life out of them with his massive arms. Between the two of you, clearing the courtyard should be very easy. After you eliminate the threat in the courtyard, it's time to move onto the training room.

NOTE

In each location you visit, there are shrines and temples dedicated to your patron gods. You must visit each of these shrines to complete the Zealous Pilgrim Deed. In Iolcus, there is only one proper shrine: The Mausoleum, which is dedicated to all of your patron gods. Once you board the Argo, you have access to the ship's shrine room, which is also dedicated to all four gods.

NOTE

As Jason continues in pursuit of the assassin, tutorial messages will gradually reveal the breadth of Jason's combat abilities.



Use the spear to experiment with your basic short and long attacks.

NOTE

During combat, you cannot exit the area until all enemies have been eliminated. Once the battle is over, Jason regains any health lost during the fight.

As Jason enters the training room, he throws his spear to eliminate a mercenary and save one of his subjects. Finding himself weaponless, he yells to a nearby subject to throw him either a spear or a sword. This is your choice. It's best to take a sword, because it both gives you a chance to see how it handles in comparison to the spear, and is, in general, a more versatile weapon that will be useful in the battles ahead.



You must choose between a spear or a sword as you enter the training room.

With weapon in hand, attack the Ionians in the training room. Here, you receive instructions on performing the Block ability, with which you can block incoming enemy attacks. Use this room to practice your new ability, and notice that Jason's shield is indestructible, unlike those of the mercenaries you are fighting. Now is a good time to play around with blocks and attacks, because Hercules is still fighting by your side and can help dispose of the Ionians while you experiment with different blocks and attacks.



The Block ability is introduced in the training room.

After the training room is cleared of Ionians, head through the open doorway to the training room balcony. Approach the edge to the left; you are prompted to jump over the balcony and across the gap to the south garden. At this point, Hercules goes his own way, leaving you to deal with the mercenaries throughout the rest of the Palace.



Jump over the balcony to the garden. At this point, Hercules leaves your side.

A larger group of mercenaries is waiting to ambush you in the garden. Here, you are introduced to the Shield Bash ability. This allows you to knock enemies back while maintaining the protection of the shield. Use the Shield Bash along with your basic attacks to eliminate the mercenaries in the garden. The technique is very helpful here because you're significantly outnumbered. Use the Shield Bash ability to knock enemies back, giving you space to focus on battling them one at a time.

Leave the garden through the open door, which leads to the great hall. As you enter the hall, you catch a glimpse of Alceme's assassin. He sends a large group of Ionians to prevent you from following. To help you deal with this next wave of enemies, take note of the on-screen instructions on performing the Dodge ability. Again, experiment with combining all your skills to deal with the attackers. Roll, block, bash, and slice your way through the mercenaries, then follow the assassin through the doorway ahead.



The Shield Bash ability is great for managing large groups of enemies.



The Dodge ability is another means of dealing with large groups of enemies.

than the sword or spear, is a devastatingly powerful weapon, especially against enemies with shields.

The doorway leads to a stairway. Climb up. When you reach the top, the assassin fires a deadly arrow at you, but your life is saved by one of Jason's guards. This guard drops a mace, which you will use to combat the enemies on the walkway ahead. Here, you are introduced to special moves that can make a series of attacks far more powerful. You also have a chance to experiment with the mace, which, while much slower



Use the mace in combination with the newly introduced special moves to clear the walkway.

When the area is clear, continue forward across the walkway and begin moving down the stairs. On the landing, Jason finds either a spear or a sword on the body of a dead soldier—depending on the choice you made back in the training room. Now you are armed with all three weapon types. Continue down the stairs and into the statuary courtyard, a large chamber that features a pool at its center. As you enter, a large group of mercenaries attacks, but you have Captain Idas (the captain of the Iolcus guard) and some soldiers to help you drive them back. Here, you learn to switch between weapons, giving you a chance to experiment with their strengths and weaknesses. Keep close to Idas and his men so as not to get overwhelmed by the large number of Ionians.

When the area is clear, continue forward across the walkway and begin moving down the stairs. On the landing, Jason finds either a spear or a sword on the body of a dead soldier—depending on the choice you made back in the training room. Now you are armed with all three weapon types. Continue down the stairs and into the statuary courtyard, a large chamber that features a pool at its center. As you enter, a large group of mercenaries attacks, but you



As you fight in the baths, you have all three weapons at your disposal.

weapons in the middle of a combo. Slash and bash your way down the walkway. Do not try to take out all the Ionians. Just fight your way forward until you reach the door through which the assassin dashed.

TIP

Don't attempt to take out all the Ionians on the walkway. Kill as many as you can, but your primary goal is to reach the doorway ahead.



The assassin is just ahead.



Experiment with the weapon switch attack as you fight your way toward the assassin.

You are getting closer to the assassin, but there are still more mercenaries standing in your way. When the battle in the baths is over, talk to the wounded Idas, then head outside with his men at your side. You see the assassin ahead, slipping through a doorway. Mercenaries are coming at you relentlessly as you move after him. Here, you receive instructions on performing a Weapon Swap Attack, which allows you to change



Hercules stops the assassin before he can make his escape.



Listen to the Blacktongue's final words, then use either attack to kill him.

Deed Completed

AVENGER

Drove the Ionians from your Palace.

Deed Completed

RAVENSLAYER

Slew Ephorus, Alceme's Assassin.

Preparing for the Voyage

With the assassin eliminated and the Ionian threat driven from Iolcus, it's now time to begin preparing for the voyage ahead. At this point, your specific goals are unclear, but Jason is determined to find a means of reviving Alceme. After placing her body on the altar (you can interact with it), leave the Mausoleum. Jason curses at Zeus for allowing the bloodshed in his favored land.



Jason places Alceme's body in the Mausoleum and vows to find a way to bring her back.



As he leaves the Mausoleum, Jason curses Zeus for the day's tragedy.

The Palace



Speak to the noblewomen to gain Favor with all four gods.

Hercules approaches and Jason tells him of his plan. Hercules says that they must seek out the Oracle

at Delphi. He also mentions that Jason's uncle, Pelias, is waiting in the courtyard ahead. As you approach the doors to the courtyard, speak with the noblewomen chatting nearby. The conversation allows you to gain Favor with each of your four patron gods. This is a rarity, because most conversations only allow you one choice.

TIP

As you speak with various characters, your responses can gain you Favor with one of the four patron gods. In many cases, your responses can also change minor events, so choose wisely. It's not always a good idea to be too fair, by choosing the more lenient Apollo responses, or too tough, by choosing the more aggressive Ares responses, because you may miss out on something important. You should, however, align yourself with one or two gods early on because there are Deeds associated with responding to questions with particular god-aligned answers.

Before heading into the courtyard, find the bust of Hermes near the Mausoleum entrance. This sculpture is one of many Herms you will encounter, which tell the story of significant events that occurred on the spot. Although finding and reading these is optional, finding all of the Herms in each location gives you a Deed to dedicate to the gods.



Find the Herm near the Mausoleum and read its inscription.

Herm



The Temple of Iolcus. Within stand the great statues of Zeus and Hera. Defend Iolcus and praise Zeus!

These are the oaths of all who dwell here.

TIP

It's worthwhile to hunt for all the Herms in each location you visit.

The Courtyard

Enter the courtyard and speak to Pelias. He wants to know when you will give Alceme her last rights and send her to the underworld, and is shocked by your plan to try to cheat death. You can respond to him to gain Favor with either Hermes or Apollo. He tries to talk you out of it, and your response can please either Ares or Athena.



Your conversation with Pelias gives you opportunities to please two of the four patron gods.

Before leaving the courtyard, find and speak with Photios. He tells you of his friend Thano, who died in the attack. He needs to pass Thano's dying words along to his wife, but is wary because the news is difficult to bear. Thano wanted his wife to know he was unfaithful, and wants her forgiveness. You can respond to please either Ares or Athena, but either choice gives you the task of passing the awkward news along to Thano's wife Agathe.



Photios asks you to deliver his friend's dying confession to his widow.

You can also speak to the nobles in the courtyard for a brief conversation regarding the attacks. This conversation gives you the opportunity to gain Favor with Athena or Apollo.



Speak to the nobles to gain Favor with Athena or Apollo.

The Training Room

Leave the courtyard through the south doorway and enter the training room. Here, the guards of Iolcus train under the tutelage of your lieutenants, Evarias, Platon, and Myron. Approach Evarias and speak with him: He asks if you'd like to spar with the recently recruited

guards. Doing so is optional, but you gain a Deed for successfully completing the sparring rounds. It also gives you a chance to play around with the moves you've learned in a much safer setting.



Evarias asks you to spar with the new recruits.



The first round of sparring pits you against a single recruit.



In the second round, you must show the men how to deal with multiple enemies at once. Use your Dodge and Shield Bash abilities to keep them from surrounding you.



The third round has you up against several recruits armed with spears. Spearmen have fast attacks with long range, so, again, Dodging is important. You can use whatever weapon you are most comfortable with, though a faster weapon such as the sword or spear can be a better match against spearman than the cumbersome mace.



In the fourth round of sparring, Lieutenant Platon, along with several mace-wielding recruits, gives you the opportunity to show the recruits how to deal with macemen. Even more so than in previous rounds, Dodging is very important now. One hit from a mace can do a great deal of damage. The spear is best against macemen because its attacks often slip past their shields. The mace is also a good choice, as macemen are slow to attack.



The final round pits you against Evarias' sword and several sword-wielding recruits. Despite the swordsmen's speed, the mace is the best weapon to use, since swordsmen have a harder time blocking it. When all the combatants surrender, the sparring ends.

Deed Completed

INSTRUCTIVE

Demonstrated the basics of combat to your guards.

Athena or Ares. Also speak to Platon, who is a follower of Ares. Ask him about his god.

NOTE

As you move through Iolcus, you meet followers of the four patron gods. Speak to each of them to learn of the gods' virtues and domains.



Speak to Platon, who is a follower of Ares.

The South Garden and the Elevated Walkway



The south garden is dominated by a statue of Alceme.

Exit the training room and move through the courtyard into the south garden. Here you can interact with a statue of Alceme, and speak to a guard named Pathras, whose brother was killed in the attacks. It turns out Pathras' fallen brother is Timeaus, the guard who saved Jason's life and thus provided you with the mace you now carry. Pathras is worried about telling his father of Timeaus' death. Your response can please either Ares or Apollo, but either way you agree to bear the bad news, as well as Timeaus' ceremonial spear, to their father.



Agree to tell Pathras' father of his son's death.

her virtue, which pleases Athena. Be sure to ask Antiphon about Hermes' virtues and domain before leaving him.



Agree to help Antiphon and choose one of Alceme's qualities for him to extol.



Jason has several flashbacks to his time with Alceme. The first occurs on the balcony near the training room.

Leave Antiphon and step out onto the balcony. Here, you have your first memory of Alceme. This memory is of yesterday, before the wedding. Alceme lovingly scolds Jason for visiting her on the day before their wedding, noting that it is bad luck. His response can please either Hermes or Apollo. When the memory ends, Jason still stands on the empty balcony.

The Great Hall and Statuary Courtyard

Continue across the walkway and down the stairs to the great hall. Several nobles are here, and you can engage them in conversation. Otherwise, the great hall is empty. Move into the statuary garden. As you approach the pool, you have your second memory of Alceme. You see Jason as a young boy, overhearing something about a prophecy involving danger to Alceme. Here, Jason meets Alceme for the first time.



In the statuary courtyard, Jason remembers meeting Alceme when they were children.

Leave the courtyard and enter the small hallway ahead. Here you encounter a young woman named Elpis, who was injured in the attacks. She wants to get word to her parents that she is safe and, ideally, that she is *unharmed*. Agree to visit her parents, but you can respond in one of two ways: If you choose the Athena option, you scold Elpis for asking her king to lie. If you choose the Hermes option, you agree to tell them that she is unharmed. Either way, you are given the task to bring her parents news of her whereabouts.



Elpis asks you to tell her parents she is well, despite having been injured in the attacks.

The Royal Court

Leave Elpis and move out onto the elevated walkway. To the right, you see several subjects standing around a makeshift memorial, mourning the loss of a young guard. Approach the memorial and speak a few words, then continue down the walkway.



At the memorial, say a few words to honor the fallen guards and citizens of Iolcus.

Turn around and move away from the memorial to the far end of the walkway. The Royal Court is located through the second door to the right. Before entering, proceed to the edge of the walkway. Here, you have your third memory of Alceme. In this memory, Jason's father has recently died, making Jason king of Iolcus. Jason asks Alceme to be his queen. He can ask in four ways, each of which pleases one of the four patron gods. After she agrees, the memory ends.



Jason can ask Alceme to marry him in one of four ways, each of which pleases one of the gods.

When the memory ends, turn around and enter the Royal Court. Speak to Captain Idas. He says he has several things to tell you. Ask him about the investigation into the attacks. You learn more about the Blacktongue assassin, as well as the Ionians' involvement. He also tells you of a disturbance in the village, where a rabble-rouser named Xeno is inciting the villagers. Apparently, Xeno was also spotted in the company of a witch. Finally, ask Idas about the private matter. He tells you he is stepping down as captain of the guard, and asks you to choose his successor. You can decline to choose, but it's best if you make the decision.



Captain Idas has several important pieces of news, including his retirement.

(but leaving the villagers outside the Palace vulnerable). Platon takes the most aggressive stance, arguing that the guard has grown weak and must be much more forceful in combating threats to the kingdom.



You can ask Pelias for his advice in choosing a new captain..



After interviewing the candidates, you must make a choice between the aggressive Platon, the cautious Myron, or the moderate Evarias.

Deed Completed

DUTIFUL COMMANDER

Promoted a captain of the guard to succeed Idas.

NOTE

You can sit on the throne and begin to hear petitions from your subjects. At this point, however, not all of the petitions are available, so you can wait until you return to the Palace to complete this task.

Leave the throne room and exit through the doors to the south portico. Before descending into the village, examine the Herm just outside the Royal Court doors. It tells of the founding of Iolcus, when Iolcam defeated the giant Typhor and gained the Favor of Zeus.

Herm



Here did Iolcam, favored of Zeus, defeat the giant Typhor to claim these lands. Iolcam vowed that he and his descendants would forever honor Zeus and protect his sacred island. And so was founded the kingdom of Iolcus.

God Abilities



Before leaving the Palace, it's a good idea to dedicate some of your Deeds to the gods. By this time, you should have at least some idea of which combat style and weapon appeals to you, so choose abilities that complement that style. Ares' abilities favor the mace, Hermes favors the sword, Athena favors the spear, and Apollo favors the shield. If you can, try to dedicate

enough Deeds to one god so that you can access at least one God Power because, once you leave the Palace, combat becomes more difficult. Having a God Power or two will greatly increase your strength in combat. See the God Powers and Abilities chapter for a more details about the four gods and their Aspects.

The Village

In the village, you complete most of the tasks given to you in the Palace, as well as visit the docks and see the massive ship Argos has built for your voyage.

Pandora's Hut

Descend the stairs and go through the south garden. Pass through the arch. You see a small hut ahead. Speak to the woman outside the hut. She is Pandora, a follower of Apollo. Ask her about Apollo, then agree to have your fortune read. Pandora asks you about four subjects: duty, friendship, family, and society. For each question, there are four possible responses. When you've answered all four questions, Pandora tells you which constellation guides you.



Speak to Pandora about Apollo, then have her read your fortune.

Near Pandora's hut is a fence. Approach the fence; Jason remembers training with Captain Idas and Alceme as a young man.



Approach the fence near Pandora's hut to recall another moment with Alceme.

The road through the trees leads to the village proper. Before continuing, visit the Herm behind Pandora's hut. This Herm tells of the architect Diaphenes, and how Apollo instructed him on the building of the Palace and the temple.

Herm



Here Diaphenes, renowned architect, was shown by Apollo the temple and Palace he was to build. As he gazed up at the cliffs, he was blinded by a beam of light. Shielding his eyes, he saw the outline of ghostly buildings high above. And thus the Palace of the kings of Iolcus was built to honor the vision he had been given.

The Village Center

As you enter the center of the village, you can hear Xeno calling for vengeance for his brother's death. Xeno has come from nearby Thessaloniki and is inciting the crowd because his brother was killed during the attack. When you confront Xeno, you can choose from any of the four patron gods' dialogue options. He then demands tribute to make up for his brother's death. Again, you can choose from any of the four gods' dialogue options. No matter which choices you make during the confrontation, Xeno challenges you to a duel. If he wins, he wants the tribute he demands. If he loses, he offers up his brother's mace, which he claims was blessed by Poseidon himself. Jason also demands that Xeno give his word that, if he is beaten, he will no longer trouble Iolcus.



Regardless of the dialogue options you choose, Xeno challenges you to a duel.

You and Hercules are outnumbered, but the battle shouldn't prove too much trouble. Try to keep Xeno's henchmen at bay using Shield Bashing and Dodging, and focus your attacks on Xeno himself. Once Xeno is defeated, you can finish off his bodyguards with Hercules. Their deaths will count toward the combat Deeds you will accumulate as you proceed on your journey.



You can defeat all of Xeno's henchmen if you choose, but the battle ends as soon as Xeno is defeated.

CAUTION

You will not get Wave Breaker if you let Xeno live, and then let him go without ordering him to leave it behind.



You must kill Xeno, or order him to leave the mace, in order to gain Wave Breaker.

Wave Breaker



When Wave Breaker hits an enemy, it has a chance of dealing a blast to nearby enemies, knocking them back (though not damaging them).

Deed Completed

DUELIST

Defeated Xeno of Thessaloniki in a duel of honor.

After Xeno is defeated, two villagers warn you that he had a witch accompanying him. She is nowhere to be found at the moment. There are several tasks you can accomplish in the village before moving on. First, enter the hut near the village center and speak with the now-retired Captain Idas. He has decided to take up farming, and asks for advice on whether he should harvest barley or grapes. Help him make his decision. He then presents you with his sword, the Veteran's Blade, which has a great chance of inflicting crippling wounds and does more damage to shields than your default Iolcan Xiphos.



While in the village, visit Idas in his hut.

Leave Idas' hut and find the hut of Kallista and Kyros, Elpis' parents. You have the choice of telling them that she was hurt (pleasing Athena), or lying to them as she requested (pleasing Hermes). Whichever choice you make, they are relieved to hear that she is alive.



You can lie to Elpis' parents or tell them the truth, but either way they are grateful to know she lives.

Veteran's Blade



Idas gives you the Veteran's Blade during your visit. The Veteran's Blade has a better chance of inflicting crippling wounds and does more damage to shields than your default *Iolcan Xiphos*.

Herm



Here landed King Trion's spear, humbling the Athenian Policyde. Drunk from the king's fist, the famed warrior boasted that no *Iolcan* could meet his throw. For the honor of his kingdom, King Trion took up his challenge. Great Athena lent Trion her skill, and he unleashed a throw so mighty the boastful Policyde was stricken mute with shame.

Deed Completed

HONORED ELPIS

Consoled the parents of Elpis, a wounded servant.

There are two Herms you should visit before leaving the village center. The first is near the fence in the center of the village. The second Herm is near the waterfall, close to where you battled Xeno.

The Crypt of Kings

Move past the waterfall to the fork in the road. Take the path to the left. This leads to a large stone doorway, with a Herm nearby. Read the Herm to learn that you are standing at the entrance to the Crypt of Kings.

Herm



Here was born Amphimone, wife of King Trion. Though a farmer's daughter, she was gifted by the gods with beauty and virtue. Such was her grace that Hera blessed her union with the king. And so she became queen of *Iolcus*.

Herm



Here lies the Crypt of Kings, the final resting place of the royal family of *Iolcus*. In this crypt are kings and queens, wardens and champions of Zeus. May their honor live forever.

Enter the crypt. As you approach the inner chamber, you see two mysterious figures locked in battle. One appears to be another Blacktongue assassin, the other is a woman, presumably the witch the villagers told you about. The Blacktongue is defeated, but the battle seems to take its toll on the witch, who collapses. Several creatures suddenly appear and begin to attack you. These are Tartarus warriors, tough combatants carrying strong shields. The Veteran's Blade or Wave Breaker comes in handy to take out the shields and kill the warriors. This is a great time to practice using Power Block, which allows you to stun enemies with a quick movement of the shield.



As you enter the Crypt of Kings, you see a vicious battle raging. After it ends, attack the Tartarus warriors that appear.

When the last Tartarus warrior falls, you meet Medea, the witch who was fighting the Blacktongue. Medea gives you a great deal of information about the Blacktongues and the assassination of Alceme. She tells you that the assassination had been prophesied long ago. She also reveals that she was once a Blacktongue, and that her powers often overcome her, as they did after the previous battle. As you question Medea, you have several opportunities for god-aligned dialogue. Your first exchange gives you all four god dialogue options. In your second exchange, you invite Medea to join your journey, and you can either appease Hermes or Apollo when doing so. When Hercules points out the danger involved in bringing her aboard, you can ease his mind with Hermes-aligned or Ares-aligned answers.



You invite Medea to join your crew, despite the potential threat posed by her unchecked powers.

Deed Completed

ENLISTED MEDEA

Convinced Medea, former sorcerer, to join your crew.

Don't leave the crypt yet. Approach the armor on the stand at the far end of the crypt. This is the Iolcan War Armor, which belonged to Jason's father, the previous king of Iolcus. Take the armor.



Before leaving the Crypt of Kings, find the Iolcan War Armor.

Iolcan War Armor



The Iolcan War Armor gives Jason a significant health bonus and increases his resistance, making it harder for enemies to knock him down.

The Docks

Leave the crypt and follow the road straight. It leads to the docks. In the distance, you can see your ship: a massive vessel that dwarfs the other ships in the harbor.



The massive ship in the harbor was built by Argos and intended as your wedding vessel. Now it will serve to carry you on your quest.

Before approaching the ship, speak with a few people on the beach. Near the docks, you see a woman arguing with her son. She wants to leave Iolcus, while her son wants to stay. He runs away, leaving the woman alone on the beach. This is Agathe, the woman to whom you must deliver her husband's final words. Speak to her. You can choose to soften the blow (pleasing Apollo) or tell her the truth (pleasing Athena).



Deliver Thano's final words to his wife Agathe.

offers you his son's spear as a gesture of gratitude. You can accept the spear (pleasing Hermes) or decline it (pleasing Apollo). In either outcome, Timeaus insists that Jason take the spear.



Tell Mnason of Timeaus' death.

Deed Completed

BENEVOLENT MONARCH

Honored those injured or killed in the Ionian assault.

Deed Completed

HONORED THANO

Told Agathe the final words of her husband, Thano.

Continue down the beach to the hut near the cove. Here you meet Mnason, father of Timeaus and Pathras. Tell Mnason that his son Timeaus died while defending you during the attack, and return his son's ceremonial spear. Mnason

Deed Completed

HONORED TIMEAUS

Offered Mnason his son Timeaus' ceremonial spear.

If you have completed the tasks for Elpis, Photios and Pathras, you have also completed the Benevolent Monarch Deed.

Oathsworn Lance



The Oathsworn Lance increases Jason's resistance and causes him to take less damage than normal.

After speaking to Mnason, move to the eastern edge of the beach. Here, Jason recalls a time when he was a young man and Alceme was a young woman. They stood in this spot and she was planning to return to Mycenae, but wished she could stay in Iolcus with Jason. If you have seen all five of the Alceme flashbacks, this grants you a Deed.



The fifth memory of Alceme shows Jason and her on the beach, discussing her impending return to Mycenae, her homeland.

Deed Completed

REFLECTIVE

Recalled the years you spent with Alceme.

A Herm on the beach marks the spot where King Iolcan killed the Phagean war chief.

Herm



On this spot did King Iolcam slay the Phagean war chief. Turning back the marauders, Iolcam defended the sacred sites of Zeus from harm. The Phageans were scattered to the seas, never to threaten again.

Head to the dock and speak to dockmaster Nestus. He is a follower of Athena. Ask Nestus about Athena's virtues and domain. If you have spoken to Platon about Ares, Antiphon the poet about Hermes, and Pandora about Apollo, you have learned about all four patron gods from their followers.



Ask Nestus about Athena before heading out to the ship.

Deed Completed

STUDENT OF DIVINITY

Learned about your patron gods from their followers.

After asking about Athena, have Nestus row you to the ship.

The Argo

Your first visit to your vessel is somewhat brief because you still have no idea how to reach Delphi. Argos tells you that he has never been there, and believes it may only be a legend because every sailor who claims to have visited the island gives a different location. He does, however, offer you a tour of the ship. Take the tour. Argos explains how the ship operates without the need for a crew, tells you how the ship navigates by the stars, shows you the equipment room (where you can examine and change equipment as you accumulate it), and ends the tour in the shrine room, which features a shrine to each of your patron gods.

When you reach the shrine room, Argos requests that you allow him to captain the ship. You can choose to please Athena or Apollo with your response, but either choice leads to Argos joining the crew.

After the tour, visit Medea's quarters and learn more about the Blacktongues and ask her about her background. She tells you the story of how she joined them, and why she decided to break ranks with the mysterious cult.

Return to the deck of the ship and approach the raft on the far end of the deck. Interact with the raft to return to the docks.



Take the tour of the ship with Argos.

Deed Completed

ENLISTED ARGOS

Welcomed Argos, master shipwright, into your crew.



Speak to Medea about the Blacktongues before returning to Iolcus.

Final Preparations

The time to set sail is near, but you have two major tasks that must be completed first. You need to speak to Pelias and see if he's learned anything about the route to Delphi. You must also pay one last visit to Alceme in the Mausoleum.

Return to the Palace

Travel up the beach and through the village. As you reach the Palace road, you see the guards making fun of a young man. This young man is Sinon, the son of Thano and Agathe. Sinon wants to join the guard, but is being mocked because of his young age. Approach the guards and speak to Sinon. You can offer him encouragement and a job as an apprentice, pleasing Hermes, or tell him is too young, pleasing Athena. Regardless of your choice, Sinon is offended and runs off. Continue moving up the hill to the Palace.



Sinon wants to join the guard.



Tell Pelias to watch over Iolcus during your absence.

Alceme's father. Your responses can please either Ares or Athena. The second petition involves some Ionian prisoners. Guard Orestes asks what should be done with them, and you have four choices for punishment, each of which pleases one of the gods. The third petition comes from Katya, who wants to give last rites to the dead Ionians. You can refuse, pleasing Ares, allow her to perform the rites, pleasing Hermes, or tell her that the guards will perform the rites, pleasing Apollo.



Sit on the throne and hear the petitions of your subjects.

Enter the Royal Court and speak to Pelias. He has found an ancient record that indicates Delphi lies to the west. Pelias is concerned that you are leaving your people. You tell him that you want him to run the kingdom in your stead. You can convince him with dialogue choices pleasing any of the four patron gods.

Deed Completed

HONORABLE KING

Appointed Pelias as your regent.

While you are in the Royal Court, it's worthwhile to hear the petitions of your subjects. There are five petitions in all. The first is a representative of Mycenae, who inquires about what message he should take to King Lycomedes,

The fourth petition involves the birth of a black lamb, and your subject Philo wishes your permission to sacrifice it to Zeus. Instead, you can tell him to sacrifice it to any of your patron gods. The final petition comes from Agathe, who is concerned about her son Sinon. Sinon has set sail for Mycenae. Again, you have four responses to comfort her, each pleasing one of your patrons.

NOTE

You can hear the petitions the first time you are in the Palace, but if you do, you miss Agathe's story about Sinon and a chance to gain Favor with one of the gods. You will accomplish the associated Deed regardless of whether you hear Agathe's petition.

Deed Completed

JUST RULER

Heard the petitions of your subjects.

During your return to the Palace you can visit the subjects you completed tasks for. All of them are thankful, and the conversation with Photios gives you the option to please either Ares or Apollo when he asks how Agathe took the news.

The Mausoleum

Leave the Royal Court and return to the Mausoleum. Approach Alceme's body and vow to the gods that you will not return until you have found a way to bring her back from the dead.



Return to the Mausoleum to see Alceme a final time before your journey.

As you pay your respects, the four gods begin speaking to you through their statues. Each offers counsel as you speak with them. Three of the gods present you with their blessing. Athena's blessing comes in the form of the Spear Throw ability. Ares challenges Jason to prove his worth to receive a boon.



*Hermes presents you with his boon:
He will watch over Alceme's spirit and
protect her body during your journey.*



*Apollo tells you that Delphi only exists for
those who need it, and you should steer
where your heart tells you.*



*Athena says that your spear will never be
lost as long as your path is righteous.*

Deed Completed

FAVORED HERO

*Received the blessings of your
patron gods.*

When you leave the Mausoleum, Hercules approaches you and asks if he can join the crew. You can please either Apollo or Hermes as you welcome Hercules into your crew.

The Test of Ares



*Follow the dirt path from the village to
find the cavern where Ares will test you.*

Herm



*Here lies the entrance to the cave of
Amalthea. Fearing the jealousy of
Cronus, Rhea gave to Amalthea her
infant son Zeus to hide and protect. In
this hot refuge, Amalthea nurtured the
newborn god. Safe from the sight of
Cronus, the cries of Zeus were masked
by the sounds of the moving rock and
the searing flame. Glory to Amalthea,
who saw that Zeus was raised until he
could challenge his father Cronus.*

Deed Completed

HISTORIAN OF IOLCUS

*Found all of the Herms
on Iolcus.*

The creatures that you face here are similar to the Tartarus warriors you fought in the Crypt of Kings, though they are made of the lava that flows through the caves. These creatures wield a variety of weapons, so be sure to choose the best tool for the job: Use the sword against spears, the spear against maces, and the mace against swords.

Deed Completed

RECRUITED HERCULES

*Reaffirmed your long friendship
with Hercules.*

The cavern is blocked by a large boulder. Hercules moves the boulder, but Jason must enter the cavern alone. Ares' test, as you might expect, involves fighting your way through the cavern.



You can use your new Spear Throw ability during Ares' test.

Dodge ability liberally, and wait for the monster to attack. Immediately after its attack, move in with your sword and hack away. The Minotaur goes down with just a few attacks, as long as he doesn't kill you first.



The final fight in the cavern is against the Minotaur.

Return to the Argo

If you've accomplished all the tasks in Iolcus (see checklist at the end of the chapter), you can now set sail. Return to the Argo and ask Argos about the map Pelias provided. He says that it shows Delphi far to the west. But as Jason learned in the Mausoleum, he must trust his instincts to find the island. He tells Argos to sail east instead. Before setting sail, Hercules warns you that you will lose the protection of Zeus once you leave Iolcus. You may respond to his concern with dialogue choices appealing to any of the four gods.

CAUTION

If you wish to complete all the Deeds in Iolcus, you must do so before setting sail.



Jason ignores the document sent by Pelias and tells Argos to sail east.

NOTE

As you fight your way through the cavern, you can use your new Spear Throw ability to attack distant enemies. This is the only ranged attack available to Jason.

The path through the cavern leads to a final confrontation against a large Minotaur. The Minotaur is very slow, but his attack is devastating. Use your

When the Minotaur falls, you have proven your worth to Ares, and he grants you his boon. You find yourself outside the cavern, with Hercules waiting. It is now time to return to the Argo.

Deed Completed

ADVENTUROUS

Completed Ares' challenge.



After you set sail, a cinematic shows that your uncle Pelias may not be the best man to act as warden in your absence.

Deed Completed

ARGONAUT

Set sail from Iolcus on the Argo.

Iolcus Deeds Checklist

Required Deeds

- Avenger
- Ravenslayer
- Duelist
- Honorable King
- Favored Hero
- Adventurous
- Enlisted Medea
- Enlisted Argos
- Recruited Hercules
- Argonaut

Optional Deeds

- Honored Thano
- Honored Elpis
- Honored Timeaus
- Benevolent Monarch
- Dutiful Commander
- Just Ruler
- Reflective
- Instructive
- Student of Divinity
- Historian of Iolcus

NOTE

Completing Deeds adds stars to the constellations, and completing constellations give you more Deeds. As you leave Iolcus, you will have definitely completed the constellation Cepheus. If you complete all the optional tasks, you also complete Ara. Other Deeds add stars to the constellations (you should have a few stars in Argo Navis, Aquarius, and others), which will be completed as you continue your journey.



Stars are added to the constellations as you finish Deeds.

Herm Locations



There are eight Herms in Iolcus, Find them all to complete the Historian of Iolcus Deed.

- Outside the Mausoleum
- Outside the Royal Court, near the stairs to the village
- Near Pandora's hut
- In the village center
- Near the waterfall in the village
- Outside the Crypt of Kings
- On the beach near the docks
- On the path to Ares' cavern

Alceme Flashback Locations



There are five places where Jason will remember important moments with Alceme. Find them all to complete the Reflective Deed.

- In the statuary courtyard
- Near Pandora's hut
- Near Mnason's hut on the beach
- On the elevated walkway near the Royal Court
- On the second-floor balcony that overlooks the Mausoleum

Shrines and Temples

- The Mausoleum
- The shrine room on the Argo





DELPHI



The *Argo* arrives at the shore of Delphi. Here, Jason must seek out the Oracle and find how he can bring Alceme back to life. The island of Delphi is a mysterious place where dangers await, but not the type of dangers you might expect.

Leave your cabin and head down the hallway to Medea's quarters. She warns you that Oracles are not to be trusted, and that their cryptic advice is often impossible to understand. You can respond to her with dialogue choices appeasing any of the patron gods.

After speaking with Medea, head up to the deck. Speak to Hercules about Delphi, who expresses amazement that you have found the mysterious island. Head to the raft and use it to reach the shore.



Talk to Medea about the Oracle.



Legend

- | | |
|--------------------|----------|
| 1 Cave of Doubts | H Herm |
| 2 Oracle's Rotunda | S Shrine |

Finding the Oracle

You have come to Delphi to seek an audience with the Oracle, hoping she can provide guidance regarding whether it is even possible to save Alceme's life and, if so, how.

The Mountain Path

The path to the Oracle is short but fraught with challenges. Run down the beach until you reach the path leading up into the mountains. Before ascending, read the Herm at the base of the path.



Run through the water to the path leading up into the mountains.

HERM



Delphi, sacred island of Apollo. The light of truth pierces the mist that clouds the minds of men.

NOTE

You cannot find all of the Herms on Delphi during your first visit, but you should read those that you do encounter.

Travel up the path until you are interrupted by a cheerful satyr. He warns you that there are dangers in the cave ahead, and Hercules runs off to find them before you can stop him. The satyr refuses to elaborate, leaving you no choice but to follow Hercules into the cave.



You encounter a satyr who tells you that danger lies on the path ahead.

The Cave of Doubts

As you enter the cave, you are approached by a familiar figure. It is Platon from your guard. He accuses you of abandoning your kingdom and your people in their time of need. You can respond to him angrily (pleasing Ares); by saying that you must fulfill your oath to Alceme (pleasing Apollo); telling him that Pelias is a competent ruler (pleasing Hermes); or by explaining that your quest is your duty (pleasing Athena). After you respond to his accusation, Platon vanishes.



Lieutenant Platon of the Iolcan guard mysteriously appears and confronts you in the cave.



Hercules asks if you are prepared to sacrifice others' lives in order to save Alceme's.

is too strong to stop (Athena). After making your choice, Hercules vanishes.

Continue moving through the cave. Hercules approaches. He says that he has had strange visions, and that some of the people who will join your quest will die. He asks if it is worth another's life to save Alceme. Again, your responses can please any of the four gods. You can tell him that you will only sacrifice your own life (Ares), that you will let each companion make the choice (Apollo), that the reward is worth the risk (Hermes) or that your faith in your quest

Move forward up the path. You are now confronted by Alceme, She asks why you have denied her last rites, and why you let her wander lost and alone, between life and death. You can remind her that she is of Ares' blood, and cannot be afraid (pleasing Ares), that Hermes protects her (pleasing Hermes), that she is not alone (pleasing Apollo), or remind her of your vows (pleasing Athena). Regardless of your choice, her response lets Jason know that this is not truly Alceme. He tells the spirit to leave, and it, too, vanishes like the others.

The cave exit is ahead of you. Just before the exit is a Herm. Read it to learn that you have just passed through the Cave of Doubts. "The most difficult questions are those left unasked" it reads.



The spirit of Alceme wanders alone, stuck between life and death.

Deed Completed

DETERMINED

Passed the trials in the Cave of Doubts.

Return of the Satyr

As you move farther up the path, the satyr stops you again. He tells you that many who come do not have the resolve to ask the needed questions. He also tells you that he is Pan, and a friend of the Oracle. Ask him why he is here (pleasing Apollo) or how he can talk (pleasing Hermes). When the conversation is over, continue traveling up the path to the Rotunda. You have reached the Oracle.



HERM

The Cave of Doubts. The most difficult questions to answer are those left unasked. You cannot confront ignorance unless you first confront the truth.

As you exit the cave, you find the real Hercules, who tells you that he, too, encounter strange visions in the cave. Continue up the path.



Speak to Pan about the Oracle.

The Oracle

The Oracle immediately shows her power by answering several of Hercules' questions before he can ask them. The Oracle then asks you if you know what you seek. You can respond with answers pleasing any of the four gods. Regardless of your choice, the Oracle tells you that the Golden Fleece is the only way you can undo Alceme's death. She also says that the Fleece has been lost for centuries.



The Oracle tells you to seek the Golden Fleece.

She says you need three guides, each one a vessel of divine blood. Ask her about the divine blood (Apollo) or about the guides (Athena). She says you must seek descendents of Athena, Hermes, and Ares, and bring them to Delphi. Then the way to the Fleece will be revealed. To find these guides, you must visit three lands: Mycenae, the land of Ares; Saria, the land of Hermes; and

Kythra, the land of Athena. As a final question, she allows you to ask about one of these destinations. You can ask about any of the three lands (with each response pleasing its respective god) or about your return to Iolcus (which pleases Apollo). You can only choose one, and Oracle's answer tells you what you can expect when you visit that place.



The Oracle permits you one final question: You may ask about one of the lands you will visit.

The Oracle's Responses

The Oracle only allows you to ask about one of the lands you will visit. Her answers give some cryptic advice, as well as tell you what you can expect during your visit there. Here is what she tells you about each location:

MYCENAE

"The man with the hammer will help you, trust him. Do not trust the man who watches. In the last moment an ally will appear."

SARIA

"Untamed land of Hermes. You will need to see with new eyes to pierce its secrets. The one who came before me will share her prophecy a final time. Trust your guide. The one who hunts will be your ally. The beast will bear a mark."

KYTHRA

"Lost land of Athena. For you to succeed the virtues will be your guide. If the Fleece is what you seek, know its history. Follow the little girl."

IOLCUS

"Darkness. Despair. Uncertainty. But there is hope. A boy hiding at the edges of the village. Allies fighting by your side. When the raven strikes, it will do so from behind."

After speaking, the Oracle addresses Pan, knowing he is about to join your crew. Pan asks to join, and the Oracle says he will speak for her on your journey.



Pan joins the crew after your discussion with the Oracle.

Deed Completed

SEEKER OF TRUTH

Had an audience with the Oracle of Apollo at Delphi.

Deed Completed

RECRUITED PAN

Accepted Pan's persuasive pact of partnership.

Follow the path behind the Oracle's Rotunda. This leads to a small, dead-end area featuring a Shrine to Apollo and an ancient Herm.

HERM



You will find another Herm by following the path behind the Oracle's Rotunda.

The Oracle of Apollo, a beacon of vigilance to light the way. Be you a mirror to reflect that light, and you will be blessed in the eyes of the Sun Lord.

Return down the path to the shore. As you descend, Pan tells you what he knows of the lands you need to visit. You already know of Mycenae, for it is home to Alceme and her father, King Lycomedes. Pan says that he knows little of Saria, only that satyrs live here. And he says that no living thing occupies Kythra, but that he was there long ago.

When you reach the beach, head to the raft and return to the Argo.



Descend down the path and return to the raft.

Aboard the Argo

Before setting sail, speak to Hercules. You can tease him about his many adventures, pleasing either Hermes or Apollo. You can also speak to Pan, who tells you a bit of his story, as well as a bit about his relationship with the Oracle. Go into the cabins below to speak to Medea about the Oracle's message. After you have spoken with your crew, tell Argos which land you wish to visit first.



Speak to your crew before setting sail.

NOTE

You can visit the three lands in any order you wish.



As you set sail, you see Pelias' avian spy aboard the Argo.

TIP

It is recommended that you visit Mycenae first, because you will have less need for the Argonauts here. All of the combat in the city takes place in the Arena, where Jason does not have access to his allies.

Herm Locations



- At base of the path to the Oracle
- At the exit of the Cave of Doubts
- On the path behind the Oracle's Rotunda

NOTE

You cannot find all the Herms on Delphi during your first visit.

Shrines and Temples

- Apollo's shrine in the clearing behind the Rotunda



Delphi Deeds Checklist

Required Deeds

- Determined
- Recruited Pan
- Seeker of Truth

Optional Deeds

- None

NOTE

No constellations are completed during your first visit to Delphi, though you add stars to Argo Navis and Pygmalion.



MYCENAE



Mycenae is the land of Ares and home of Alceme. Her father, King Lycomedes, is no doubt furious about his daughter's death. As a descendent of Ares, he is unlikely to be very forgiving. While at Mycenae, Jason must find a descendant of Ares, someone who has the god's blood flowing through his or her veins.

Mycenae is a bustling city, and its main attraction is a large arena, where criminals are sent to battle men and beasts as judgment for their crimes, and where some warriors battle for the glory and fame that comes with victory.



Mycenae is a bustling town with a large marketplace and many people.



Legend

- | | | |
|----------|---------------|---------------------|
| ① Docks | ⑤ Agora | ⑨ Daedalus Workshop |
| ② Slums | ⑥ Palace | Ⓜ Herm |
| ③ Market | ⑦ Arena | Ⓢ Shrine |
| ④ Park | ⑧ Ares' Watch | |

Meeting with Lycomedes

Your first goal is to meet with King Lycomedes, Alceme's father. You will receive a cold reception in Mycenae because the people blame you for Alceme's death. Before leaving the *Argo*, you should speak with your crew.

Go to the ship's shrine and dedicate any Deeds you've accumulated. Move to Medea's quarters and speak with her. She tells you that Lycomedes never told you about the prophecy of Alceme's assassination because he believed he had eliminated the Blacktongues. She also warns you that the Blacktongues have a presence everywhere, and for every one you discover, there are ten more that remain hidden.



Medea tells you of the Blacktongues and Lycomedes' attempt to eliminate them.



Hercules worries about your reception on Mycenae.



Pan tells you of a sign he received in the night.

Go to the deck. Speak with both Hercules and Pan. Hercules asks what you will say to Lycomedes when you meet him. You can respond to please either Apollo (apologize) or Hermes (you do not know yet). Hercules warns you that the people of Mycenae are likely to be hostile, or at best unfriendly, to you.

Pan tells you that he received an auspicious sign the night before. He asks if you think you'll find Favor with Ares on Mycenae, and your response can please either Hermes or Apollo. Speak to Pan about Apollo, and you can learn about the god's powers and Aspects. You can also speak with him to learn more about his relationship with the Oracle. When you're finished speaking with Pan, move to the raft and sail to Mycenae.

NOTE

If Mycenae is not your first destination, you must choose two Argonauts to accompany you to the city. If it is your first destination, you will automatically travel with Pan and Hercules.

Exploring Mycenae

You are expected to head to Lycomedes' Palace first and foremost, but it's a good idea to do some exploring of the city before your inevitable confrontation with the king.

The Docks

As soon as you step foot on the docks, you are approached by Sinon. He says that you should hide because Lycomedes is planning to have you killed in revenge for the death of his daughter. Tell him that the rumor is nonsense (Hermes) or tell him the people are misinformed (Athena). Sinon says he's come to Mycenae to fight in the Arena, to prove his worth as a warrior. Your response can earn you Favor with Ares, Hermes, or Athena. With any response, you make Sinon agree to watch an Arena match before he signs up to fight.



Sinon approaches you on the docks, bragging that he is going to fight in the Arena.

As you move along the docks, you hear the Arena recruiters bantering with the men loading and unloading cargo from the ships. No one seems pleased by your presence. In fact, some are so upset to see you that they dare to spit in your face as you pass. Approach the guard at the end of the docks. He says the king is waiting for you in his Palace. As you approach the road to the city, several Ionian mercenaries appear on the docks.



Ionian mercenaries appear on the docks and confront Jason.

The Ionians approach, and their leader calls you out as the Iolcan king. You have four responses, each of which gains you Favor with one of the gods. You can insult him (Ares), ask his name (Hermes), proudly affirm your status as king of Iolcus (Apollo), or try to ignore his petty insults (Athena).



The mercenaries insult your courage.

The Ionians insult your courage, and say you “have a problem protecting your women.” Again you can choose one of four responses:

Defend Iolcus (Apollo), No more talk (Ares), Show some respect! (Athena), or What a windbag! (Hermes).

Regardless of which response you give, Jason decks the Ionian. Just as serious violence is about to break out, the guard steps in and stops the fight. The guard says the king is waiting for you, and you must visit him without delay. Before leaving the docks, circle around the back of Lycomedes’ statue and head down to the waterline. There, half-sunken into the sea, is a shrine to Athena.



The conflict with the Ionians gets more heated, but is stopped before it becomes a full-scale battle.

The Slums and the Market

Run up the road to the slums. There are many people here, but only two of note at the moment. First, find the young boy named Bolo, standing near a fishmonger’s stand. Bolo asks if he can pick your pocket, then tells you of someone known as “the Stork,” who adopts boys and then sends them out as thieves. You can respond to the poor boy, pleasing either Hermes or Apollo. Bolo tells you that he’d rather be a singer.



Bolo, a fledgling pickpocket, tells you of a man called “the Stork,” who runs a ring of young thieves. Speak to Bolo, then listen to him sing.

Speak to Bolo again and he’ll begin to, um, serenade you. Put up with his song until he reaches his “big finish.” You’ll get a Deed just for surviving it.



Khufu is the only merchant who will deal with you, but what he has to offer offends your sense of justice.

Deed Completed

HEROIC PATIENCE

Endured all of Bolo’s songs.

In a stall near Bolo you encounter Khufu, the first merchant on Mycenae who agrees to deal with you. Khufu offers to sell you boys to help on your ship. Respond with an insult (Ares) or by saying he breaks the law (Athena). Both responses end the conversation with Khufu.

Head back past Bolo and out of the Slums. On your way, note the Shrine to Hermes on your left—you'll be coming back here later. Continue up through the gate to the market. As you pass through the gate, you see a Blacktongue assassin standing in the crowd. Just as soon as you see him, he is gone.

As you pass through the upper market, not a single person will speak with you. There is a Herm, though, the first of five you can find in Mycenae.



You briefly glimpse a Blacktongue assassin in the marketplace, but he disappears as quickly as he appears.



Statues of Lycomedes in battle adorn the area around the Palace.

HERM



The Great Market of Mycenae. The weapons sold here are tempered by the blood of men from every land. Each piece of battered bronze knows the glory of battle. Better a weathered blade from Mycenae than the finest arms of lesser nations.

The Palace Surroundings

The market leads to a garden. Here, you will find a shrine to Apollo and a woman named Zosime. Zosime says that she does not blame you for Alceme's death. She tells you of her husband, who has been taken to fight in the Arena to pay off his debts. You can respond with sympathy (Apollo), or acknowledge that the law must be followed (Athena).



Zosime tells you of her husband, who has been arrested and taken to the Arena.

Move up the steps and through the gates leading to the promenade. At the final gate, you must state your business to the guard before he lets you pass.

Along the road to the Palace, you'll encounter several statues of King Lycomedes. Make sure to read all of the statues you find in Mycenae—they play a part in the Military Historian Deed you need to complete as a part of earning Ares' Divine Weapon.



The beggar Demogenes tells you that a bad fate awaits you in Mycenae.

Before heading to the Palace, continue down the promenade and climb the stairs to the Arena. On the way, stop and read the ancient Herm near the locked entrance to the Arena, then continue up the stairs. Enter the stands and watch Achilles practice.

HERM



Here did stout-hearted Ares Enyalios sow the dragon's teeth to summon forth warriors of the dim underworld. And here did those shadowed men fight in endless sport for the pleasure of bronze-thewed Ares. When his lineage arrived to make this land their home, mighty Ares offered his warriors as help to build the city. One thing he demanded in return: a temple of eternal combat erected on the highest plateau. So was born the Arena of Mycenae, the burning heart of this proud land.

After you watch Achilles practice, return to Demogenes. He presents you with a riddle. As a response, you must pick an animal out of four choices, each of which represents one of your patron gods. You can choose a war dog (Ares), a gryphon (Apollo), a tortoise (Hermes), or an owl (Athena). Demogenes then tells your fortune.

The Palace

Return to the promenade and go through the Agora gate. In the Agora, you hear Anaxagoras speaking to a small group about Alceme's death. You cannot interact with Anaxagoras yet. Approach the second gate and read the Herm to its left.

HERM



The Agora of Mycenae—truth, honor, and victory. Let no deceiver utter sound in this place. Let no dissembler show his guile within this square. Let no man or woman speak false beneath the gaze of unflinching Ares.

Continue through the second gate and up the stairs to the Palace. As you approach the Palace, note the Herm near the Palace entrance.

HERM



The Palace of Mycenae. The rock of Ares. This fortress has stood unconquered since the time Ares lent his aid to build it. Only those of royal Mycenaean blood or divine service may walk the inner halls.

Lycomedes meets you at the doors to his Palace and accuses you of being brazen by coming to his kingdom. You may apologize (pleasing Apollo) or get to the point (pleasing Ares). Lycomedes says that his people want blood as revenge for Alceme's death. Your blood. He will not listen to your pleas for help. You can try to convince him, gaining Favor with either Hermes or Athena. Lycomedes says you must leave Mycenae, or agree to battle in the Arena. You must accept his challenge, and in so doing you can gain Favor with any of the four gods.

You tell Lycomedes that the Blacktongues have returned, but he does not listen. As soon as the conversation ends, you are stripped of your armor and weapons and sent to the holding cells beneath the Arena.



Lycomedes says his people want revenge, and that you must submit yourself to combat in the Arena to prove your innocence in Alceme's death.

Deed Completed

STEADFAST

Remained resolute in the face of King Lycomedes' wrath.

The Arena

You have been commanded to enter the gladiatorial combat held in the Arena. You must win your battles to prove your innocence—a strange means of justice, but one that is fitting in a city dedicated to the god of war. You have been separated from the Argonauts, stripped of your armor and weapons, and given a set of gladiator's armor only.



Lycomedes forces you to compete in the Arena battles to prove your innocence to the people of Mycenae.

Proving Your Innocence

The Holding Cells

In the holding cells beneath the Arena, a guard tells you that you must speak with the Minoan up the stairs. Walk through the holding area and speak to the other combatants. Pytheas is in the cell directly across from you. He is Zosime's husband, who is being forced to fight to clear his debt. He tells you that you are to be partners in your first fight, and you can ask him about both his combat ability (Ares) and his crimes (Apollo), gaining Favor with both gods. You can also ask him about the Minoan, but Pytheas doesn't have much information to offer.



Speak to Pytheas, who will be your partner in your first round of combat.



Thankallos, the "Hand Taker," is a cocky gladiator who wants to battle you in the Arena.

You can also speak with Thankallos, who threatens you. Your response can gain you Favor with Hermes or Ares. He is known as "the Hand Taker," and says that he will request a battle with you. Again, you can respond with Ares or Hermes choices. When the conversation is over, continue through the holding cells.

At the end of the hallway is a set of stairs leading up and a room to the left. Enter the room. Inside, you find a shrine to Apollo and Asclepius, the Arena physician. He tells you that he treats those wounded in the fights. Your response can gain your Favor with either Ares or Apollo.



Asclepius tends to those wounded in the Arena.

TIP

If you have not yet earned Apollo's Healing Beacon God Power, get it now. It will be very helpful in the battles ahead.

Daedalus, the Minoan Smith

Head up the stairs to the smith's workshop. Note the large pair of man-made wings hanging on the wall and the small shrine to Ares in the opposite corner, then speak to Daedalus, the smith. He tells you that Patroclus, who oversees the arena combat, wanted to give you leather scraps for armor, but that he crafted this suit to better protect you during the fight. Daedalus tells you that he is a smith and an engineer (and a genius), to which you can respond and gain Favor with Apollo or Hermes. After the introductions,

you can ask him questions about the combat ahead. You can ask about the trial structure (Athena), your weapons (Ares), and Patroclus (Hermes), and you can compliment him on his work (Apollo). You can choose all four options, gaining Favor with each of the gods.

Gladiator's Harness



When equipped, Jason regains a small amount of health whenever he kills an enemy.



Speak to Daedalus to learn more about the contest.

After exhausting the conversation options with Daedalus, return to the holding cells and speak to Pytheas. At this point, you need to come up with a strategy for the battle. You can ask him to fight (gaining Favor with Ares), to watch your back (gaining Favor with Athena), or to avoid the combat altogether (gaining Favor with Apollo). The last option is the best if you want Pytheas to survive (which you do—you get an additional Deed if he survives). Although he can survive with the other options, it is much more effective to keep him running from your opponents for reasons that will become more apparent once you enter the Arena.

TIP

You may want to give Pytheas advice that you don't plan to keep. This will grant you Favor with the god of your choosing, and you'll have the opportunity to change your plan before the battle.



Plan your strategy with Pytheas. It is best to tell him to avoid the action.

Daedalus says you will be given a crude mace for the fight. Ask him about your opponents to learn you'll fight Ionian mercenaries. Now tell him you're ready for battle.



Return to Daedalus and ask him about the combat ahead, as well as the wings on the wall. Then tell him you are ready to fight.

TIP

You have the opportunity to change your strategy with Pytheas. If you did not choose "avoid the action" in your first planning session, do so now. Note that you will not gain Favor with a new god by changing plans at this point.



Comfort Pytheas, who is certain he will die in the Arena.

The First Contest

You enter the Arena and, after Patroclus' introductions, are immediately beset by a group of Ionian mercenaries. Use your group fighting tactics, such as Shield Bashing and dodging, to keep yourself from being overwhelmed. You have only the mace and the Ionians are armed with swords, so they have a speed advantage. You have been allowed to keep your shield, and can also use your God Powers during the fight.



Use your God Powers to even the odds.



Keep an eye on Pytheas and attack the Ionians who chase him.

As you fight, keep an eye on Pytheas. Some of the Ionians target him and chase him as he runs around. This is a great opportunity for you to run up behind them and attack because their attention is elsewhere. Watch your back as you do this, though, because most of the Ionians will be coming for you.

CAUTION

You don't have to keep Pytheas alive for the fight if you don't want to, but you will miss the opportunity to complete an optional Deed if he dies.

After you defeat most of the first group of Ionians, more Ionians enter the Arena. Continue with your current strategy, dodging to keep from being overwhelmed, and taking out any Ionian who goes after Pytheas. When the second bunch of Ionians is defeated, the battle is over. Pytheas is cleared of his debt if he survived, and you are returned to the holding cell to prepare for the next battle.



The second part of the battle features more Ionians, but your strategies remain the same.

If Pytheas lives, he thanks you after the battle, and you have four possible responses, each favoring a god. He then asks you to come visit him and his wife, Zosime, when your trial is over.

Deed Completed

WARRIOR I

Won the first of three battles in your trial by combat.

Deed Completed

PROTECTOR

Protected the merchant Pytheas in the Arena.

Return to Daedalus to prepare for the second battle. You can ask him about the wings again (pleasing Hermes) and about your next match (pleasing Athena). Daedalus tells you the next match is against a large group of fighters, including Thankallos. He also tells you that you will be equipped with a sword for this battle.



Daedalus warns you next you must face off against a large group of gladiators, and that in this battle you will be armed with a sword.

Before starting the second match, return to Asclepius and speak to him. He warns you that you may face Achilles in the final round, and the conversation gains you Favor with Ares or Apollo. You can also speak with Thankallos again and gain Favor with Hermes or Ares.



Return to the holding cells and speak with Thankkallos and Asclepius to gain some Favor with your gods.

After finishing the conversations, return to Daedalus and tell him you are ready for the next contest.

The Second Contest

Although it's an every-man-for-himself battle, it seems every man wants a chance to take you out. Most of the combatants are armed with spears, again giving them a slight speed advantage over you. These fighters are tougher than the Ionians in the first contest, so it's very important to keep moving and not put yourself in harm's way by running into the middle of a large crowd. Dodge, move in and attack, then repeat. Keep moving and Shield Bashing when necessary, and try to target Thankkallos above other combatants when possible.



Stay on the move during the second battle, and try to fight enemies on the edges of the melee instead of putting yourself in the center of the action.

Once Thankkallos is down and you've thinned the crowd of other fighters a little, you can be a little more aggressive in your attacks, spending less time dodging and more time swinging.

When the final fighter dies, the battle is over.

Deed Completed

WARRIOR II

Won the second of the battles in your trial by combat.



Try to focus on Thankkallos above the other fighters when possible.

The Third Contest

Daedalus warns you that your third fight is against Achilles, and that he has never been beaten. He also says that many believe Achilles is not fated to die on Mycenaean soil. Daedalus has crafted a special spear for you, one that is designed especially for fighting Achilles. You can then ask him several questions, including inquiring about the wings (pleasing Hermes) or about Achilles' weaknesses (pleasing Athena). When you ask about the wings, Daedalus says he will tell you the story if you win the fight. If you ask about Achilles' weaknesses, Daedalus advises you to attack while Achilles is hamming it up for the crowd.



Daedalus has crafted a special spear, designed to help defeat Achilles.

As before, you can speak to Asclepius before the fight, this time gaining Favor with either Ares or Apollo. When you are done, tell Daedalus you are ready to fight Achilles.

The battle with Achilles can be tough, but Daedalus' advice is very wise. Achilles is vain and likes to show off as he battles. You can use this to your advantage. When he raises his spear to rile the crowd, move in and strike.

Cold-Iron Pike



All spear attacks have a large increase in power.



*Achilles likes to vamp for the crowd.
Attack him as he does so.*

beat as long as you keep moving and attacking (using your God Powers can help as well). When he is severely hurt, the battle ends with both of you holding your spears to each other's throat. Exchange banter with him as you struggle against each other. Eventually, Lycomedes calls the battle a draw. Achilles remains undefeated, and you have proven yourself to Lycomedes. He no longer blames you for his daughter's death.

At first, Achilles toys with you, showing off more for the crowd than attacking. As soon as you begin hitting him, though, he becomes more serious and begins to focus on the fight. This is when you must be careful. Achilles has a powerful flaming spear move that can do a great deal of damage. Block this attack when he uses it, or roll out of the way.

For all the talk about Achilles' strength, he isn't too difficult to



Achilles becomes more serious, and more deadly, as the fight wears on.



In the end, Lycomedes declares the battle a draw.

Deed Completed

WARRIOR III

Survived the final battle in your trial by combat and declared innocent by King Lycomedes.

After the Achilles battle, you are sent to the medical chamber under the Arena. One of your cohorts asks about Achilles' skill, and you can reply with choices that please Ares, Hermes, or Athena. Speak with Daedalus after the battle. He says you are free to go. Before leaving, though, ask him about the wings one final time. He tells you the story of his son Icarus. Daedalus constructed the wings so he and his son could escape from their imprisonment on Crete. His son did not survive the flight. You can ask him why he keeps the wings (Hermes) or comment upon the sadness of his tale (Apollo).

The Successor to the Throne

You are now a free man. Lycomedes blames himself for Alceme's death and says he should've told you about the prophecy. Ask for his help, appealing to either Ares or Apollo. He refuses to help and says he is giving up his crown. Tell him he is turning his back on Mycenae (pleasing either Ares or Athena). No words change his mind. He says he will hold a tournament to find his successor. You have one last chance to talk him out of it, with Ares or Hermes dialogue options. It is of no use; he tells you to return to Iolcus and marry another woman, then retires to his Palace.



Try to appeal to Lycomedes, but you cannot change his mind: He blames himself for Alceme's death and will hold a tournament to find a successor to his throne.

When Lycomedes takes his leave, you are approached by Senator Anaxagoras, who tells you that Lycomedes' planned retirement is already causing trouble in the senate. Respond to him, gaining Favor with either Apollo or Hermes. Anaxagoras tells you the tournament is open to foreigners, and that the people would revolt if such a combatant won. Anaxagoras also tells you that Achilles is not planning to enter the tournament.



Anaxagoras enlists your help in changing Lycomedes' mind.

The senator also asks you about the Blacktongues. He believes that if you can prove they have returned, Lycomedes may be shaken from his grief. You can tell him that the time for talk is over (Ares) or that there should be a senate investigation (Athena). Anaxagoras tells you to head to Ares' Watch and speak to Captain Ekekios.

Investigating the Blacktongues

You must find proof of the Blacktongues' presence in Mycenae to enlist Lycomedes' aid. Your first stop is Ares' Watch, where Captain Ekekios may have some idea of how the Blacktongues are sneaking into the city.

Ares' Watch

Ares' Watch is located to the east of the promenade. Follow the road around the Palace. As you approach Ares' Watch, you see a man named Damon standing around on his own. Approach and speak with him. He says he can use a man that is handy in a fight. Ask him about his business. He is a representative of Crete, looking for a prisoner who escaped from King Minos' temple. That man is Daedalus, and he wants proof that Daedalus is on the island. You can ask him several questions about his reasons for finding Daedalus, as well as what kind of proof he needs. He wants a feather from Daedalus' wings, but he will not tell you of his crimes or what his punishment will be if he is returned.



Speak to Damon as you approach Ares' Watch. He is looking for proof that Daedalus is in Mycenae.

Leave Damon and continue traveling east to Ares' Watch. Approach Captain Ekekios and speak with him. He is indignant that you would claim that there are Blacktongues on Mycenae. He says that every ship is inspected by his guard, and that any Blacktongue attempting to enter the city would be accosted as he entered the harbor. You can ask him to lend you some men (Athena), or to see the dock reports (Apollo), but he is unwilling to help you either way.



Captain Ekekios refuses to believe there are Blacktongues in Mycenae, and refuses to help your investigation.

Ekekios leaves and you are approached by a guard named Alexius. He, too, thinks he saw a Blacktongue in the market. He advises you to seek out the Stork, a criminal who hides out in the market. Unfortunately, no one knows who he is.

Before leaving Ares' Watch, pay a visit to Ares' shrine. You should also read the Herm near Alexius, which is the final Herm on Mycenae.



Alexius advises you to seek out the Stork.



You can ask Bolo about the Stork, but he is too frightened to tell you anything.

HERM



Here is the post of Ares' Watch, beacon of vigilance for all of Mycenae. The eyes of the king are forever open. He sees all that happens here. No threat may surprise this land so long as the watch remains.

Deed Completed

HISTORIAN OF MYCENAE

Found all the Herms on Mycenae.

Hunting the Stork

Leave the Palace grounds and begin making your way to the market. Stop in the park to speak with Zosime (and Pytheas, if he survived). Once you've finished, head back to the one person you've met who knows the Stork: Bolo the would-be pickpocket.



Speak with Pytheas and Zosime on your way to the market.

Head through the market. As you go, notice that most of the merchants will not speak with you. Most of them have little to offer, but some will prove useful. First, however, head to the slums. Find Bolo near his fish stand. Ask him about the Stork. Unfortunately, he is terrified of telling you anything. You will need to find another way of uncovering the Stork's identity.



Two merchants are arguing over the sale of a vase.

You may as well help them settle their dispute before seeking the Stork any further, so return to the promenade. Near Pytheas and Zosime, you meet Lysias, judicator of the merchant's guild. He has no information about the Stork, but he asks your help in the merchants' dispute. Agree to help him, and have him repeat the facts of the case if you need a refresher. As Lysias notes, the words of the contract favor the buyer, Phorus, while the spirit favors the seller, Hegistratus. You can judge in Hegistratus' favor

(pleasing Apollo), in Phorus' favor (pleasing Athena), or say they are both in the right and should split the profit (pleasing Hermes).



Help Lysias render a judgment in the merchants' dispute.

Deed Completed

NEGOTIATOR

Resolved the merchants' quarrel.

Find a merchant named Hyppia in the northwest corner of the market. She immediately thinks you are there to collect on Origen's debts. You can keep her talking (Hermes) or correct her (Apollo). She tells you that he's taken the last of their money to make a devotion at Hermes' shrine.



Speak to Hyppia to learn that her son, Origen, is in debt to the Stork. He can be found at Hermes' shrine near the slums.

NOTE

On the way to Hermes' shrine, you can stop by the arguing merchants to see how they feel about your judgment.

Go to the shrine. Origen is there making a devotion of a different sort: He's gambling away the last of his family's money. You can ask him directly about the Stork, threaten him, or try to trick him. He refuses no matter what. Call him a fool (Ares) or a liar (Hermes). He agrees to a game of wits. If he wins, you must lie to his mother about seeing him gambling. If you win, he will tell you about the Stork. Agree to play, again with options pleasing either Ares or Hermes.



Origen agrees to tell you the Stork's identity if you can beat him in a game of wits.

TIP

Origen's game, called Eleven, involves each player choosing a number between one and four. Each number is added to the previous, and the player to reach the number 11 exactly is the winner. To beat Origen, tell him that you will play first. Choose the number 1 on your first turn. No matter what he chooses next, you want your next choice to make the total 6. So if he chooses 4 on his first turn, choose 1 on your second. If he chooses 2, choose 3. If the total is 6 on his second turn, there is no way for him to win (because he can only make the total between 7 and 10, inclusive). You can easily make the total 11 on your third turn.

Deed Completed

MASTER GAMBLER

Won Origen's game.

When you win the game, Origen tells you that the Stork works in the slums under the name Khufu. It seems it's time to pay another visit to the boy merchant. Confront Khufu, who still watches over his stand. He admits to being the Stork. He says that there are indeed Blacktongues in Mycenae. He also tells you that the only combatant to enter the tournament for the crown is the Ionian champion, Docon. He suggests you confront Patroclus about why no other fighters have signed up for the tournament, as the Blacktongues and the strange circumstances surrounding the tournament may be related.



Khufu, the Stork, suggests you ask Patroclus why only the Ionian champion Docon has entered the tournament for the crown.

In return for his help, Khufu asks a favor. You can refuse (pleasing Apollo) or agree (pleasing Athena). Either way, he asks you to convince Achilles to join the tournament. Otherwise he will have no gambling business and, more importantly, the city may break out in civil war. He also says that he will send one of boys to find you if he learns anything new.

Deed Completed

INVESTIGATOR

Spoke with Khufu, the Stork.

Return to Hyppia in the market. She asks about her son, who approaches as you speak. Origen prods you to lie on his behalf. You can go along with him (Hermes), or tell her the truth (Athena).



You can tell Hyppia the truth about her son, or lie on his behalf.

NOTE

If you lie and tell Hyppia that Origen was making the offering to Hermes, you can return later to learn that someone has purchased all of their stock, giving them a great deal of money. If you tell Hyppia the truth, she learns the Stork has forgiven all of Origen's gambling debt.

The Investigation

It seems the strange circumstances surrounding the tournament to find Lycomedes a successor and the presence of the Blacktongues are somehow related. You must seek Achilles and attempt to convince him to fight, and you must confront Patroclus about why so few fighters have been admitted into the tournament. You should speak with Daedalus as well; he knows a great deal about the goings-on at the Arena.

Achilles and Patroclus

Return to the Arena and go to the stands. Ask Patroclus about Docon, the Ionian fighter he has taken under contract. You can also ask him about why Achilles will not fight. Patroclus says it is Achilles' choice, and that he would not make a good king. You can insult him (Ares) or accuse him of hiding something (Hermes). Patroclus threatens to force you into another tournament if you continue to slander his name.



Patroclus seems to be hiding something.

Neither method works, however; Achilles shows no interest in becoming king. Call him a coward (Ares) or accuse him of being lazy (Athena). Achilles claims he will be remembered as the greatest fighter the world

Head down the steps and enter the underside of the Arena through the gladiators' entrance. Go down to the holding cells and move to the door at the far end, which leads to the champion's quarters.

Your visit to Achilles interrupts his hedonistic lifestyle. He is irritated, and asks you whose business it is if he fights or not. Appeal to his vanity (Hermes) or to his sense of civic pride (Athena).

has ever seen. Your final attempt to change his mind allows you to gain Favor with any of the four gods. Again, though, it is no use. He insults you and returns to his wine and women.



The conversation with Achilles is fruitless. You cannot convince him to fight in the tournament.

Deed Completed

STERN COUNSELOR

Challenged Achilles to aspire to greatness.

Investigating the Blacktongues

You must find out more about the Blacktongues. As you leave the Arena, Bolo approaches you with news from the Stork. He says that the Ionians have registered some cargo at the docks, and that this cargo was signed for by Captain Ekekius himself. He then says he has to get back to the Stork, or he will be beaten. Tell him to have courage (Ares) or show sympathy for his situation (Apollo). Bolo says that if you find him a new family, he will leave Khufu's stable of pickpockets. You tell him that Zosime and Pytheas are looking for a child, and that he should go visit them.



Bolo tells you that the Ionians have registered some cargo at the docks.

NOTE

If you haven't spoken to Zosime since your trial by combat, Bolo will return to his stand in the slums. To complete this quest, go speak to Zosime, then return to the slums and tell Bolo that she'd like to meet him.

You should now pay a visit to Captain Ekekios to find out about this cargo. Return to Ares' Watch. As you approach, Alexius stops you and says Captain Ekekios sent him home early because he was meeting someone. Continue moving to Ares' Watch. There, you see Ekekios speaking with a Blacktongue, saying he was promised a reward. The Blacktongue kills Ekekios, and you and your Argonauts are thrown into battle against the Blacktongues.



As you approach Ares' Watch, you learn that Ekekios is in league with the Blacktongues.

Fighting Blacktongues is somewhat difficult because they surround themselves with protective wards that cause a fair amount of damage if you step in them. It is not easy to avoid these wards. You can try to run around them, but it is better to play it safe. Wait until the wards temporarily vanish, which they do after a time, and then run and use your mace to hit the assassins and keep them off balance while you execute a series of attacks.



The Blacktongues are fairly weak in melee combat, so once you get in close you can kill them with little trouble.

NOTE

The circles directly around the Blacktongues are not harmful, unlike the circular wards they cast on the ground.

After killing the Blacktongues, Ekekios tells you that the Ionians paid him to sneak the Blacktongues into the city. With his dying breath he says you must warn Lycomedes that the Blacktongues plan to strike during the tournament.

Deed Completed

INQUISITOR

Learned of the Blacktongues' plot.



Ekekios warns you of the Blacktongues' plan to assassinate Lycomedes.

The senate may be compromised and Lycomedes is still in seclusion. It's up to you to thwart the plot against Lycomedes, and the only way to do that is to enter the tournament. You can do this directly after the fight with the Blacktongues, but it's a good idea to wrap up some unfinished business first.

Daedalus' Escape

Go back to the Arena to look into this business involving Daedalus and Damon, the man who is searching for him.

NOTE

If you have not yet met Damon, agent of King Minos, you can find him near Ares' Watch.

Achilles (gaining Favor with Athena). Daedalus tells you that the only entrant, Docon, is rumored to be the best fighter in Ionia. He also says that some fighters who have attempted to enter have been rebuked by Patroclus.

The gladiators' entrance to the Arena is now open to you, so pass through the gate and into Daedalus' workshop. Speak with Daedalus about the upcoming tournament (gaining Favor with Ares) and about

Finally, you can speak with him about the agent from Crete, gaining Favor with Apollo. Daedalus seems very familiar with Damon, and you can offer to either eliminate him (Ares) or trick him (Hermes). Daedalus wants you to trick him regardless of your offer, and tells you to take a feather with you. This, reasons Daedalus, would earn Damon's trust and allow you to tell him a believable story that Daedalus has fled the city.



Daedalus wants you to trick Damon by taking him a feather and then telling him a false story.



Return to Damon and tell him that Daedalus has left the island.

Deed Completed

FAITHFUL FRIEND

Protected Daedalus' secret from Damon, the agent of King Minos.

On your way to the docks, stop and speak with Zosime and Pytheas, who are now joined by Bolo. They are all pleased to have been introduced, and thank you for helping them come together.



Zosime and Pytheas are pleased you have introduced them to Bolo, who is excited to have a family.

Enter the Tournament

After introducing Bolo to his new parents, travel through the slums to the docks. On your way, you encounter Sinon, who is disturbed by what he saw in the Arena. You can respond to his disturbance pleasing Ares, Apollo, or Hermes. Tell him to return to Iolcus, where he can take a job as a junior apprentice in the guard.



Sinon is sickened by what he saw in the Arena.

Deed Completed

COUNSELOR

Convinced Sinon to return home to Iolcus.

Continue to the docks and find the recruiter. Tell him you wish to enter the tournament. You can now head straight to the Arena, if you've finished up your remaining business in the city.

The Tournament

It's time to fight in the tournament for the throne and for the chance to wield the Fist of Ares, Lycomedes' powerful mace. Before telling Daedalus you are ready to fight, head the champion's quarters and make one final attempt to convince Achilles to enter the contest. You will not change his mind, but you can gain Favor with one of your gods during the conversation.



Make one last attempt to convince Achilles to join the tournament.

Return to Daedalus. He asks if you have room aboard your ship for a forge. Invite him to join your crew, pleasing either Apollo or Athena.

Deed Completed

ENLISTED DAEDALUS

Accepted Daedalus into your crew.

NOTE

Ask Daedalus about the rules of the tournament (Ares) or the weapons (Athena). There are three rounds and you will be able to use your own weapons during the battle. Daedalus also warns you that the first match will not be against humans. Tell him you are ready to fight.



Daedalus asks to join your crew, then tells you some details about the three rounds of the tournament.

The First Contest

Your first battle is against a large group of satyrs and a minotaur. The best single weapon for this fight is the sword because of its fast heavy attack. At the beginning of the fight, concentrate all your energy on killing the minotaur.



The tournament begins with a battle against satyrs and a minotaur. Spend the early part of the fight taking down the minotaur.

TIP

Lead the minotaur toward the satyrs. As he attacks you, he often hits one or several of them in the process, doing a great deal of damage.

When the minotaur is dead, turn your attention to the satyrs. They are armed with shields, so use a combination of the mace and the sword or spear to quickly break through their shields and kill them when they are unprotected.

Deed Completed

GLADIATOR I

Won the first of three tournament battles in the Arena.



Try to keep the satyrs separated by dodging around the Arena and finding those who have strayed from the pack. Being surrounded makes it very difficult to fight effectively.

The Second Contest

Daedalus warns you that Patroclus has planned some sort of deception for the second round. He advises you to speak to the physician Asclepius to find out more. He also tells you that he has crafted a special sword for you to use in the next battle.



Asclepius warns you that Patroclus may have some trickery planned to prevent you from reaching the final round.

Return to Daedalus and tell him you are ready to fight. He says that the fight is against a single nasty minotaur, and gives you your new sword, Damascus Steel.

Go down to the holding cells. Before speaking with Asclepius, head to the champion's quarters and try to convince Achilles to enter the tournament again. He refuses, but you can gain Favor with the god of your choosing during the conversation. Now speak to Asclepius. He warns you that Patroclus had him concoct a toxin for the next fight. Patroclus told the physician it was to pacify the beasts, but Asclepius believes there is some trickery planned.



Daedalus gives you the Damascus Steel sword to use in the second round of the tournament.

Damascus Steel



All sword attacks have an increase in power. The sword deals extra damage if Jason hits an enemy in the back.

As before, fighting the minotaurs requires a great deal of dodging so that you can get behind them and attack their backs. This is more difficult at the outset, when you are facing several minotaurs, so try to keep moving until they separate a bit. They will also hit each other when they swing wildly. Note that the shield can protect you from their blows, but they can still knock you down while you are blocking, so it's best to dodge.

As soon as the fight begins, the deception becomes obvious: Jason has been drugged. You begin the fight with little health, and Patroclus has made things even more difficult by adding two more minotaurs to the fight. Luckily, the Damascus Steel is perfectly suited for fighting minotaurs.

TIP

If you have Apollo's Healing Beacon, you can use it to regain your lost health.



Because of Patroclus' toxin, you begin the fight with very little health.

The minotaurs are slightly shaken after each of their attacks (especially the heavy attack, which lodges their weapon in the ground for a moment). Use these short periods to run in and slice away. Keep sticking and moving until all three minotaurs are dead.



Watch for the slight recovery period that the minotaur needs after each attack, then charge in and swing away.

Deed Completed

GLADIATOR II

Won the second of three tournament battles in the Arena.

The Final Contest

Your final battle is against the mysterious Docon. You can speak to Achilles, who gives you a tip for fighting Docon: He's strong in the front and weak at his flank. When you are ready to fight, speak with Daedalus.

Daedalus says that the Black-tongues will most likely make their move during this match. Ask Daedalus to head for the *Argo* as soon as the match begins. Then tell him you are ready.



Tell Daedalus when you are ready to fight the mysterious Docon.

As Patroclus announces the battle, Lycomedes appears. Just before the fight begins, Docon summons several Tartarus warriors, revealing himself as the Blacktongue leader. Achilles, angered by the trickery, jumps into the Arena and agrees to fight alongside you. Respond with conversation options pleasing either Ares or Athena.



When Patroclus' treachery is revealed, Achilles decides to fight at your side.

Before the fight begins, Patroclus enacts his plan. It is much simpler than you had anticipated: He pulls out a dagger to stab Lycomedes himself. The king then kills Patroclus, throwing his body down into the Arena. He tosses you his mace, the *Fist of Ares*, and the fight begins.



*Lycomedes throws you his powerful mace Deimos, the *Fist of Ares*,*

and you simply can keep them at bay with Shield Bashing and dodging and concentrate all of your attacks on Docon. Deimos is a powerful mace, so hammer away at him until he falls. When Docon and the Tartarus fiends are defeated, the battle ends.



Concentrate most of your attacks on Docon, then attack his henchmen.

Deed Completed

WIELDED DEIMOS

*Acquired Deimos, the *Fist of Ares*, from King Lycomedes.*

Deed Completed

RAVENSFOE

Slew Docon, the Ionian champion.

Deed Completed

CHAMPION OF MYCENAE

Reclaimed your honor in Mycenae.

Deed Completed

GLADIATOR III

Won the final battle in the tournament of Ares, defeating the Blacktongue champion Docon.

After the fight, Lycomedes agrees to join your cause. You now have the guide with the blood of Ares. Achilles also agrees to join your cause, for the glory of finding the Fleece. Comment on his ego (Hermes) or agree with his comment (Ares). You are returned to the *Argo*.



Achilles and Lycomedes agree to join your crew.

Deed Completed

ENLISTED LYCOMEDES

Reclaimed your honor with King Lycomedes.

Aboard the Argo, Lycomedes offers you his mace. Tell him it belongs to Mycenae (Ares) or ask him why he gives it to you (Hermes). Regardless of your response, he gives you Deimos, the Fist of Ares.

Fist of Ares



All mace attacks deal more damage to shields. This mace also has a chance to instantly destroy shields with any strike.

Aboard the Argo



Talk to Lycomedes about his war against the Blacktongues.

As you move up to the deck, stop and talk to Daedalus. He offers to upgrade your Gladiator's Harness. He gives you two options: You can have the armor improved so that it increases your power and agility, or so that it gives you more health when you defeat an enemy.



Daedalus can upgrade your Gladiator's Harness.

Champion's Fury



Jason regains a large percent of his health whenever he kills an enemy wearing this armor.

Champion's Might



Jason regains a small portion of his health whenever he kills an enemy. Additionally, he gains a moderate bonus to his power and resistance.

Head up to the deck. Ask Pan about the Oracle to learn more about her. Approach Achilles and Hercules to hear them trying to think of the perfect meal. Speak to Achilles, who thinks his departure will be difficult for his adoring fans. You can respond to gain Favor with either Ares or Apollo. You can then ask him about his history with Patroclus, how he became champion, and about his spear.



Speak to Achilles about his history, and about his departure from Mycenae.

After speaking with your crew, tell Argos to set sail for Saria.

NOTE

You can go to Saria or Kythra next. This walkthrough follows the route to Saria next because it provides you with another warrior Argonaut for your crew, whereas Kythra does not.

Mycenae Deeds Checklist

Required Deeds

- Warrior I
- Warrior II
- Warrior III
- Investigator
- Inquisitor
- Gladiator I
- Gladiator II
- Gladiator III
- Champion of Mycenae
- Ravensfoe
- Wielded Deimos
- Enlisted Lycomedes
- Recruited Achilles

Optional Deeds

- Compassionate
- Protector
- Steadfast
- Counselor
- Negotiator
- Faithful Friend
- Stern Counselor
- Heroic Patience
- Historian of Mycenae

NOTE

Upon leaving Mycenae, you will have completed at least one new constellation: Auriga, Will of Ares. If you complete the optional Deeds, you will also complete Lupus, Ferocious Wolf.

Herm Locations



There are five Herms in Mycenae. Find them all to complete the Historian of Mycenae Deed.

- In the marketplace, near the park
- Near the entrance to the Arena stands
- At Ares' Watch
- In the Agora
- Near the entrance to King Lycomedes' Palace

Shrines and Temples

- Ares' shrine at Ares' Watch
- Ares' shrine in Daedalus' workshop
- Apollo's shrine in Asclepius' infirmary
- Apollo's shrine in the park
- Hermes' shrine in the slums
- Athena's shrine in the water near the docks





SARIA



Saria is the land of Hermes, and you have come here to find a descendant of the messenger god. But Saria is a savage island, primarily occupied by violent satyrs and a particularly nasty manticore. The only sign of civilization is a dwindling village of unhappy centaurs, who are leaving after having lost too many of their kind to the beasts in the jungle.



Legend

- | | |
|----------------------|---------------------|
| 1 Docks | 6 Pelagia's Remains |
| 2 Nisyros Village | 7 Lethecap Patch |
| 3 Cave | 8 Hep'Naje's Lair |
| 4 Hermes Shrine | H Herm |
| 5 Lysander's Remains | S Shrine |

The Nisyros

Your first stop on the island is the centaur village. Before heading ashore, speak with your crew. Talk to Medea, who tells you about the manticores on Saria, and how the Blacktongues had a failed plan to trap and breed them. Head to Lycomedes' quarters and speak to him about his deeds. He'll tell you about his war against the Blacktongues. Continue to ask him about his deeds until he finishes the story.



Listen to Lycomedes' tale of his lengthy struggle to wipe out the Blacktongues and save Alceme.

Deed Completed

MILITARY HISTORIAN

Learned all you could about Lycomedes' war.

Climb up to the deck. Approach Pan and Achilles, who are playing a memory game. Join in if you like: There is no reason to play other than for sport. The game involves each person, in turn, naming a god. The first to repeat a name is the loser. It's not too difficult to beat them: Each time it comes to your turn, pick the most obscure name of your options. Pan and Achilles usually pick well-known gods (Zeus, Athena, Aphrodite, and so forth), so if you pick gods like Demeter or Hephaestus, you can be certain you won't repeat a name that's been said.

When the game ends, speak to Pan. He challenges you with a logic puzzle that is a spin on the old prisoner's dilemma puzzle. Pan presents it using sheep: If neither player betrays each other, they lose the least amount of sheep. If both players betray each other, they lose a moderate amount of sheep. If one player betrays and the other does not, the betrayer loses none and the betrayed loses many. In the end, he asks if you would betray him or not betray him. Choose either answer to please the god of your choice: betray him (Hermes) or don't (Apollo). The best answer, logically, is to betray him. Pan uses this to show that altruism is always the worse choice.



You can play a game of memory with Pan and Achilles.



Choose an Argonaut to accompany you to Saria.

Head to the shore boat and choose which Argonaut will accompany you. You can only choose one for the trip to Saria, and any will make a suitable companion, so choose according to your preference.

The Centaur Village



You are greeted by a centaur who directs you to meet their leader, Lykas.

When you reach the dock, you meet a centaur named Demeleon. He asks your business on the island and then tells you that you must speak with Lykas, the Aleph of the Nisyros. As you speak with Demeleon, you overhear two nearby centaurs complaining that they should have never come here.



There is a Herm on the beach, but you are unable to read it.

Move down the docks and to the path leading east. The path runs along a serene beach, where centaurs fish in the clear, blue water. The island seems safe and friendly so far; it's difficult to see why the centaurs would want to leave. There is a Herm on the beach. You cannot read it, though, because it is written in the centaur language. Continue along the path. It winds up into the jungle, and you enter the Nisyros' village.

Exploring the Village

As you enter the village, you see an argument between two centaurs, Lykas and Bisa. They are speaking about a beast in the jungle. Bisa is planning to leave the island and Lykas is pleading with him to stay, saying that they can find and destroy the beast. When the argument ends, you can explore the village. There are numerous centaurs in the village you can speak to, but they are all very cautious and reluctant to speak to outsiders. They will be much more approachable later, but for now you can get some basic information about the village and its problems.



As you enter the village, you overhear a heated argument about the centaurs fleeing the village.

The centaurs are being attacked by the wild satyrs in the jungle. Many have suffered serious injuries, and many others have fled. Familiarize yourself with the layout of the village. The places of note are the infirmary, the bronze-weaver's hut, the beastmaster's stable, and Lykas' hut near the gate to the jungle. You will visit these places after meeting with Lykas, and you will be given a much more friendly reception.



The centaurs speak with you, but they remain guarded about talking with outsiders.



You see the corpse of a human hanging near the village center—definitely something to investigate when the opportunity arises.

The Centaur Leader

Enter Lykas' hut. He introduces himself as the Aleph of the Nisyros and asks about your purpose on the island. You tell him you are seeking a descendant of Hermes, and he says that their village has been abandoned by the god. Your response can gain Favor with Hermes or Apollo. Lykas tells you of a shrine to Hermes in the jungle, but that it is unreachable because of the satyrs and, more importantly, a vicious mantichore they call Hep'naje. He says that there is a way to access the shrine, and asks if you will help them to find Hep'naje's lair and kill her. Respond to gain Favor with either Ares or Athena. He appeals to you: If you help them, his people will be saved and you may find your answers at the shrine. Agree, and gain Favor with either Apollo or Hermes. Lykas tells you his daughter will be your guide in the jungle.



Lykas says that Hermes has abandoned his village, and asks if you can try to reach the Hermes' shrine in the jungle.

Enter the hut of Lykas' daughter, which is directly across from Lykas' home. Surprisingly, she turns out to be a human named Atalanta. From your introduction, it is clear that she knows her way through the dangerous jungle, but she is reluctant to help you, considering the Nisyros' best warriors have not survived the dangers. You can respond and gain Favor with Ares, Hermes, or Athena.



Atalanta wonders why you think you can survive the jungle when the centaurs have not.

Your answer convinces her to accompany you. You can then ask Atalanta about herself and how she ended up with the centaurs. She tells you the story of how her parents escaped to Saria when she was a young girl, how both were killed, and how she learned to hunt and survive on her own until Lykas adopted her. You may also ask her about the sacred Herms you need to find to access Hermes' shrine, about the dangers of the jungle, and about the missing scout, Faleon.

Deed Completed

HUNTER'S PACT

Convinced Atalanta to be your guide to Saria.

A Warmer Reception

Now that Atalanta is travelling with you, go back and speak with the centaurs in the village. You'll find they are much more willing to speak with you now. Make your way through the village. Speak with Chrosus, who will tell you about the war that caused the Nisyros to found the settlement on Saria. You can respond to his story to gain Favor with any of the four patron gods.

NOTE

If you visit the hanging corpse with Atalanta, she tells you that he was a murderer, and warns you that it is a sensitive subject with the centaurs. You can bring it up with any of them to hear very different takes on the criminal's punishment.



Chrosus tells you of the savage war that drove the Nisyros to Saria.

Speak with Bisa, the centaur with whom Lykas was arguing when you arrived. He pleads with Atalanta to convince Lykas that the Nisyros must flee Saria. He then appeals to you to help him with his cause, to which you can respond by calling him a coward (Ares), saying it is not your place (Apollo), remaining indifferent (Hermes), or by saying it is her decision (Athena).



Bisa is desperate to leave Saria.

Speak to Gorgidos, the one centaur who has managed to keep a semblance of happiness in the face of the Nisyros' struggles. Gorgidos tells you several jokes if you ask him. If Pan is in your party, he'll share one of his own.



Gorgidos, the centaur comedian.

Agrios' hut is in the southeast of the village. He is the centaur bronzeweaver, the equivalent of a blacksmith, and the one responsible for the corpse hanging in the village center. If you ask him about it, he becomes irate and says that the criminal deserves his grisly fate.



Agrios is the village bronzeweaver.

NOTE

Of all the centaurs in the village, it is most important that you speak with Gelios and Pantaleon.

Enter the infirmary and speak to the healer, Pantaleon, and his patient, Strachus. Here you learn that the centaurs use a type of mushroom called lethecaps to aid the injured, but they have run out and have no way to retrieve them from the jungle. Pantaleon asks that you bring him any lethecaps you find.



Pantaleon asks you to bring him the medicinal mushrooms called lethecaps from the jungle.

After speaking with the centaurs, it is time to head into the jungle. Speak to the guard near the gate, and he opens it for you.



Gelios asks you to seek out his son, Faleon, who has vanished in the jungle.

Head toward the village gate, but first stop at the beastmaster Nessus' hut. Nessus is surrounded by caged manticores. He is suspicious of your reasons for helping the centaurs, and thinks it is foolish for Lykas to allow you to enter the jungle. Respond angrily (Ares) or sympathetically (Apollo). He warns you that the satyrs are everywhere.



Nessus, the centaur beastmaster, is suspicious of you and your companions.

Deed Completed

NISRYOSIAN LINGUIST

Spoke with all the Nisyros in the village.



Hermes' Shrine

Lykas believes that if you can reach Hermes' shrine, you may find some clue about the god's descendant on Saria. You must find the two sacred Herms and relight their fires. This will, according to the centaurs, create a bridge allowing you to reach Hermes' shrine, which is situated high up in the trees, across an impassable ravine. Standing in your way are the resident satyrs and the mysterious beast Hep'naje.

The Sacred Herms

The moment you enter the jungle, you are attacked by several Blacktongues and the Tartarus warriors they summon. Here you have a chance to see Atalanta in action. She uses a bow, and has a very powerful special attack that rains fire down on opponents. As you battle the attackers, concentrate on the Blacktongues first and foremost, then turn your attention to the Tartarus warriors. Remember that you must avoid the wards that surround the Blacktongues. When you get in close, they are mostly defenseless and easy to take down. Use a sword or spear against the Blacktongues, then switch to a mace to take on the Tartarus warriors, who have strong shields protecting them.



Blacktongues and Tartarus warriors attack as soon as you leave the village.

Atalanta is confused by this foreign threat, noting that the *Argo* is the only ship to reach the shores of Saria for a long time. Continue traveling forward around the outer wall of the village. You are attacked again, this time by satyrs. Many,

many satyrs. They come at you from two directions. Satyrs are very fast, so hitting them with your mace is fairly difficult. The spear is the most effective weapon to counter their speed, but a sword can be useful for hacking through their shields. Use a combination of the two against the satyrs and, when possible, use the Spear Throwing ability to hit satyrs as they emerge from the jungle.

Move to the far edge of the village wall to find a Herm. Atalanta can translate the centaur language so you may hear the inscription.



A large group of satyrs attacks shortly after you defeat the Blacktongues.

HERM



There is a Herm located near the village wall.

The Great Battle of the Bloody Plains. Three days, three nights. Centaurs and Satyrs. Many were the dead.

The First Sacred Herm



You enter the clearing to see Hep'naje finishing off some unlucky centaur.

Follow the path from which the satyrs attacked. It leads to a clearing, where you see a vicious creature dining on the remains of a centaur. This is Hep'naje, the monstrous mantichore that has been attacking the centaurs and preventing them from entering the jungle. Ready a fast weapon and run at the beast.

You can only attack Hep'naje when she is visible, so move quickly when you see her appear. A sword gives you a good balance of speed and power against the creature, especially if you manage to pull off a combo attack before she can disappear. Hep'naje has very powerful attacks, but will vanish as soon as she is hurt, so you should remain on the offensive for the duration of this fight. Attacking her not only hurts her, it also prevents her from having a chance to attack you. When you do a substantial amount of damage, Hep'naje flees.

Deed Completed

HEP'NAJE SURVIVOR

Survived Hep'naje's attack and drove her off.

The centaur Hep'naje killed was Faleon, son of Gelios. Atalanta asks you to perform last rites for the fallen centaur. To perform last rites, first you must choose a god to call upon, then praise (or condemn, when applicable) one of the dead's traits. You can choose any combination of gods and traits for each victim you find.

TIP

Giving last rites awards you a great deal of Favor with the god you choose. You gain even more Favor if you choose a character trait that matches the god to whom you dedicate the rites. For Faleon, the best combinations are Ares and "brave scout," Apollo and "devoted son," Hermes and "skilled singer," or Athena and "clever tactician."

Deed Completed

SCOUT'S EULOGIST

Performed last rites on Faleon.



Hep'naje vanishes when attacked, so use a fast weapon and stay on the offensive during the battle.



Performing last rites allows the dead to be transported to the underworld.



Satyrs attack as you approach the cave.

Deed Completed

RECLAIMER

Relit the sacred Herm in the clearing.

The Second Sacred Herm

Head down the path to the southwest. This leads to a smaller clearing, and a group of satyrs who are performing a strange ritual. Have at them. As before, remember that the satyrs are quick and can often dodge your attacks. Use a fast weapon, or try to use the mace's heavy special move to knock them down, giving you an opportunity to attack them while they are prone. More satyrs emerge from the cave, so continue hacking your way through them until the path is clear. Enter the cave to find the second sacred Herm. Read its inscription and relight the fire.



Satyrs attack as you approach the cave.

HERM



The second sacred Herm is located inside the cave.

There are stories all around you, even in dark, secluded places. Share your stories. Mark the places where they were born. No greater gift can you give to one another.

HERM



The first of the sacred Herms is located in the clearing where you encountered Hep'naje.

I am the Wind Runner, the spirit guide. This land I call my own. Listen for me in the rustling leaves. Hear me in the ocean breeze.

Deed Completed

RESTORER

Relit the sacred Herm in the cave.

The Bridge to Hermes' Shrine

Now that the two sacred Herms are lit, exit the cave and take the northwest path to the clearing with the first sacred Herm. From here, take the eastern path, which leads to the impassable ravine. As you approach the ravine, you see the giant tree, in which the shrine is situated, begin to tremble. Large roots and branches begin moving to form a bridge across the ravine to the shrine.



The bridge across the ravine is made from the branches and roots of the giant trees.

Deed Completed

PATHFINDER

Restored the bridge to Hermes' shrine.

HERM



Before climbing onto the bridge, read the Herm near the ravine. Call to the messenger. He will show you the bridge across the great ravine.

Climb onto the large branch, then climb up and around through the mist. The branch-made bridge leads you to Hermes shrine. Unfortunately, the shrine is abandoned. There is no Hep'naje here, and no one to help you find the god's descendant.



The bridge leads through the trees and up into the mist.

Explore the shrine. You find a large branch leading off behind it. At the end of the branch is a small tree, and growing on the tree is a single piece of fruit. Atalanta comments that the fruit is sacred, and it is said that those who eat it can see through Hermes' eyes. Climb out onto the branch and examine the fruit. Decide to eat it, pleasing either Ares or Hermes as you do.

After eating the fruit, you have a vision of lost spirits, including Alceme. When the vision ends, your eyesight has changed. Everything takes on a noticeable glow. Colors become richer. And, strangest of all, you can see Hermes himself, standing near your companions. Speak to Hermes. He says that he continues to protect Alceme. Respond and gain Favor with Apollo or Hermes. Hermes says that he knows of your purpose on Saria, but he will not yet reveal his descendant. Ask what you must do, gaining Favor with Ares or Athena. Hermes tells you that you must release the lost spirits from their aimless wandering on Saria, and that you will now be able to see these spirits. He also tells you that Hep'naje is not the real danger on Saria, but will not tell you more.



Hermes' shrine appears to be empty.



A single piece of fruit is growing on a tree behind Hermes' shrine.

Deed Completed

SPIRITWALKER

Granted the power to see spirits by Hermes.



After eating the fruit, you see Hermes himself standing near his shrine.



Hermes tells you that you must find and help the lost spirits on Saria.

Hermes' Descendant

Hermes has told you that the time is not yet right to reveal his descendant. First, you must help the lost spirits of Saria and root out the real danger on the island. Accomplishing the first task will provide you with the answers you need to complete the second.

Attending to the Dead

Hermes has instructed you to find the lost spirits and release them from their bonds by performing last rites on their remains. There are actually only two spirits that you *must* help, but there are several more that you can optionally send to the underworld should you choose.

Lysander and Pelagia

Descend from the shrine back to the jungle. At the base of the bridge, you find your first spirit. You companions cannot see her, but she is frightened for a child. Ask her about the danger (Ares) or about the child (Apollo). She then says that she will die in her daughter's place. Ask her about her death (Hermes) or about her remains (Athena). She does not provide you with much helpful information, though you do learn that her name is Pelagia.

The name *Pelagia* has resonance both for you and for Atalanta. If you've spoken to Pan at length about the Oracle, you know that Pelagia was the previous Oracle of Delphi, and the one who prophesied Alceme's death. She fell in love with a Blacktongue assassin named Lysander, who turned his back on the evil cult and went into hiding with his bride. Atalanta is likewise surprised to hear the name *Pelagia*, who, she tells you, was her mother.



The first spirit you encounter is terrified on behalf of her child.



The female spirit is Pelagia, the Oracle who predicted Alceme's assassination.

quickly attacking when you get in close. A few short combos kill them once you maneuver around their protection. When the Blacktongues

are dead, turn your attention to the satyrs. After the clearing is secured, Atalanta comments that it is strange to see the satyrs fighting alongside someone else, and that the Blacktongues must have been on Saria for a long time to have earned the satyrs' trust.



Blacktongues and satyrs attack in unison as you enter the clearing.

Continue through the clearing toward the cave. You see a spirit near the cave, this is Callas, who will be discussed in the next section. Enter the cave. Inside, you see the spirit of a man. This is Lysander, Pelagia's husband and Atalanta's father. He is filled with remorse for the death of his family. He says he thought they would be safe here, and you can respond by asking about the danger (Ares) or about his love (Apollo). He says that he should have been with his family instead of unwittingly sending them to their deaths. Respond by asking about his death (Hermes) or about the location of his remains (Athena).

Exit the cave. A strange mist has appeared on the path to the clearing. Move through the mist. In the clearing ahead, you see a bright



The spirit of Lysander can be found in the cave, near the second sacred Herm.

beam of light. Approach the light. Though she cannot see the light, Atalanta says that this is the resting place of her father. Perform last rites on Lysander, dedicating the rites to the spirit of your choosing. After performing the service, Lysander's spirit appears and speaks to Atalanta. He says that you must put her mother's spirit to rest before vanishing.



Approach the beam in the clearing to find Lysander's remains.



Lysander speaks to his daughter after you perform the last rites.

Deed Completed

ASSASSIN'S EULOGIST

Performed last rites on Lysander.

Last Rites

When you perform last rites, you can dedicate the service to any of your four patron gods and then choose a character trait of the deceased to praise. You gain a great deal of Favor with the god you choose, and can increase that Favor by choosing the appropriate trait for that god. These are the gods and their associated traits for each of the last rites you perform.

FALEON

Ares and Brave Scout
Apollo and Devoted Son
Hermes and Skilled Singer
Athena and Clever Tactician

LYSANDER

Ares and Brave Man
Apollo and Husband and Father
Hermes and Cunning Protector
Athena and Redeemed Man

PELAGIA

Ares and Brave Woman
Apollo and Gifted Seer
Hermes and Free Spirit
Athena and Wife and Mother

CALLAS

Ares and Coward
Apollo and Murderer
Hermes and Lackwit
Athena and Vigilante

ARKTOS

Ares and Brave Centaur
Apollo and Caring Friend
Hermes and Crafty Hunter
Athena and Champion of Justice

Leave the clearing by the northwest path, which leads back toward the Nisyros village. Run toward the village gate. Near the gate, you see another beam of light. Before you can approach, you are attacked by more Black-tongues and satyrs.

Attack the satyrs and Black-tongues using the same effective strategy as before. When the area is cleared, approach the light. Atalanta tells you that this is the resting place of her mother. Perform last rites on Pelagia's remains, again dedicating the rites to the god of your choosing. The spirits of both Pelagia and Lysander appear. They know the truth about Hep'naje—she was tamed by one of the centaurs, who turned an ordinary mantichore into the monster that has been terrorizing the tribe. Worse, he is trying to breed more. This plan should sound familiar if you spoke with Medea before leaving the Argo for Saria. Finally, they tell you this centaur's name: Nessus.



Satyrs and Blacktongues attack before you can reach Pelagia's remains. .



Lysander and Pelagia reveal the truth about Hep'naje: She is under the control of one of the centaurs.

Deed Completed

ORACLE'S EULOGIST

Performed Last Rites on Pelagia.

Before returning to the village with this troubling information, there are a few more tasks you can accomplish in the jungle. It is important to do these before returning, because things will change dramatically after you bring Lykas news of Nessus' treachery.

Callas

You may have already spoken with Callas as you headed for the cave. If not, return to the clearing near the cave and speak with this spirit. He is a nasty person, a vicious killer who followed the Nisyros to Saria to slaughter them to avenge his family. They were killed by a more savage band of centaurs. The conversation with Callas gives you two opportunities to gain Favor with your patron gods. The first occurs as you first approach him, and he spits insults against the centaurs. You can gain Favor with Athena by asking him about his anger, or with Hermes by noting the irony of a murderer's ghost talking about something making his "skin crawl." Next, you can gain Favor with Athena or Apollo after he tells you the story of his family's murder. Either way, you learn that this spirit's remains are those you saw hanging in the Nisyros' village.

Leave Callas, and follow the path leading northwest.

Arktos

The path ends in a very small clearing marked by a Herm, Here you encounter the spirit of a centaur named Arktos. Speak with the spirit to learn that he was the first of the Nisyros to be killed by Hep'naje. Atalanta is surprised to hear you speak his name, and says he was among the bravest of the Nisyros. Arktos tells you that he has watched Hep'naje, and now understands how she is able to become invisible: She somehow has the power to move between the worlds of the living and the dead.

Arktos asks you why Hermes has allowed you to see the dead, and your response choices allow you to please Apollo or Athena. Arktos then reveals that his remains are in Hep'naje's lair, and requests that you do not give him last rites until after the beast is slain, so that he can know she is dead before he is given his final rest.

Deed Completed

REUNITER

Reunited Atalanta with her fallen parents.



Callas is a foul-mouthed murderer who came to Saria with the sole intention of slaughtering the Nisyros.

HERM



Read the nearby Herm, marking the spot where the Nisyros first encountered Hep'naje.

Here was the beast Hep'naje first seen. The chief of the jungle now. Beware, all who travel here! Death stalks this land.

In addition to the Herm and the spirit, this clearing also features a patch of the precious lethe caps that Pantaleon asked you to find. Have Atalanta gather the lethe caps. Now it is time to return to the village.



The lethe caps sought by the physician Pantaleon are growing in the clearing near Arktos' spirit.

Hunting Hep'naje

Now return to the Nisyros village and tell Lykas the truth about Hep'naje. You should also complete any unfinished business with the centaurs because you are nearing the end of your time on Saria.



Arktos was in the first hunting party to encounter Hep'naje, and the first of centaurs to be killed by her.

Confronting Nessus

Enter the village and approach Lykas' hut. Nessus is already there, telling Lykas it was a mistake to allow you and your cohorts to enter the jungle. Atalanta immediately accuses him of treachery against the Nisyros. He responds angrily, saying that she is not truly one of the centaurs, and that she should be cast out. Atalanta threatens him. You can choose to back her up or stay her hand, pleasing any of the four patron gods. Despite your choice, Atalanta backs down, vowing to find proof of Nessus' betrayal.



Nessus denies the accusations, and Lykas says you must find proof.

To find proof, you're going to need to find Hep'naje. Before you seek her, take care of any unfinished business you have in the village.

Completing the Centaur Tasks

Your return from the jungle brings both hope and sadness to the Nisyros. First, visit Gelios and tell him of his son's death. He is very saddened by the news but thankful that you performed last rites. As you break the sad news to Gelios you can gain Favor with Ares, Apollo, or Hermes.



Find Gelios in the village and tell him that you found Faleon's body; he was another victim of Hep'naje.

Deed Completed

CARING

Found lethecaps for the healer Pantaleon.

Go to the hut of Agrios, the bronzeweaver. You must convince him to cut down Callas' corpse and allow you to perform last rites for the murderer. You must make a very appealing argument to get the stubborn Agrios to change his mind about Callas' punishment. There are several paths through this dialogue, but one that works is to first choose the Ares option in the dialogue tree ("He belongs in Tartarus"). Agrios disagrees, saying there is no worse punishment than what has occurred. Argue that "Tartarus is worse." Agrios worries that Callas has had many years as a spirit and may show remorse, in which case Hades will show mercy on him. Choose "Hades won't show mercy," to tell Agrios that you have met Callas and that he is still spiteful and evil. Agrios is convinced and allows you to remove Callas' body.



Pantaleon is grateful that you brought him Lethecaps from the jungle.



You must convince Agrios that a worse fate awaits the murderer Callas in Tartarus.

a worse fate awaits him and gain Favor with any of the four patrons while doing so.

Deed Completed

RECOVERED CALLAS

Recovered Callas' corpse from Agrios.

Callas' corpse is placed on the funeral pyre outside the village. Perform the last rites, dedicating them to the god of your choosing. When the last rites are completed, Callas' spirit appears and gloats that you have reversed his punishment. You can tell him that



Callas is released from wandering Saria and is sent to be judged by Hades.

Deed Completed

MURDERER'S EULOGIST

Performed last rites on Callas.

Agrios is somehow grateful that you have convinced him to remove the murderer's corpse from the village. As a reward, he presents you with a new mace that makes you more powerful if you kill enemies in quick succession.

Avenger's Maul



As Jason kills enemies in rapid succession with this mace, his power increases. The benefits of this mace increase as Jason acquires the Ares Menis Aspects.

Before leaving the village, return to the beach where you passed the first herm. With Atalanta in your group, you can now read the inscription.



Return to the beach to read the final Herm in Saria.

HERM

Here arrive the Nisyros after many months across the Great Sea. We were guided by the Messenger to Saria, our new home.

Deed Completed

HISTORIAN OF SARIA

Found all of the Herms on Saria.

Finally, return to the village and enter Atalanta's hut. She has said she wants to reward you for your efforts to help the Nisyros. You can find that reward at the back of her hut. It is her father's spear, a very powerful weapon that releases Apollo's Brilliance power as it kills.



Atalanta presents you with Lysander's spear, Redemption.

Redemption



This spear slowly absorbs the health of enemies it kills. When filled, it has a chance to unleash the Apollo power Brilliance, stunning nearby foes and healing Jason.

Return to the Jungle

Pass through the gates of the village and return to the jungle. The Black-tongues strike again, but this time they've brought heavier muscle: Tartarus minotaurs. The minotaurs are slow, so dodge them and attack the Blacktongue assassins first. When the assassins are gone, attack the minotaurs. This is a great chance to check out your new mace or spear in action. As in previous fights with the beasts, dodge their attacks and then run in and strike from behind, or immediately after they attack.



The Blacktongue assassins make one final attempt to stop you, this time with summoned minotaurs as backup.

Return to the clearing where you found the first sacred Herm. You see a fresh set of Hep'naje tracks on the ground. The tracks lead to a solid rock wall. If you've spoken with Arktos, you know that Hep'naje does more than make herself invisible; she can move between the worlds of the living and the dead. It now makes sense why the centaurs have been unable to find her lair: It would be impossible to find without Hermes vision.

Approach the wall and strike it with your mace. The wall crumbles, revealing the cavern Hep'naje uses as her lair.



You find a fresh set of Hep'naje tracks in the clearing.



The tracks end at a solid rock wall.

Follow the rock path, which descends deep into the cave. At the bottom of the path, you face Hep'naje again.

Killing Hep'naje

In your last encounter with Hep'naje, you simply had to survive. Now, though, you need to kill her. Your Hermes vision helps in the battle because now you can see Hep'naje when she is in spirit form, which makes it possible for you to see to where she teleports before she rematerializes.



Hermes vision allows you to see Hep'naje in her spirit form, so you can see where she will reappear before she does so.

forward-facing block is inadequate. In fact, attempting to block her tail attack can be dangerous because you are stunned for a short period of time after her powerful tail hits your shield (this is, however, better than *not* blocking the attack, which deals a large amount of damage).



Blocking Hep'naje's attacks is not very effective, so dodge her attacks when she is fully materialized.

After killing the monster, you find Nessus' brand on her hide. This is the proof Lykas needs. Before leaving her cavern, approach the beam of light that is now visible. Give Arktos his last rites as he requested. His spirit appears and praises you for killing the beast.

Hep'naje has a new advantage as well. She is surrounded by satyrs who worship her, and she can devour them to regain health.

While fighting Hep'naje, attack quickly and then dodge away. Wait for her to vanish and then quickly move to the location to which she teleports: She is very vulnerable for a short time after rematerializing.

Your blocking is not as effective against her fast attacks with her tail and tendrils because they come in from above, and thus your

Keep dodging, avoiding Hep'naje as best as you can when she is fully materialized. Stay moving and attack when she's vulnerable; eventually she goes down.

Deed Completed

HEP'NAJE'S HUNTER

Tracked Hep'naje to her den and slew her.



Perform the last rites for Arktos after slaying Hep'naje.

Deed Completed

HUNTER'S EULOGIST

Gave last rites to Arktos.

Deed Completed

MASTER EULOGIST

Performed Last Rites on all of the spirits on Saria.

Now leave the cavern and return to the village to deliver the proof of Nessus' betrayal of the Nisyros.

Killing Nessus

Before you can reach the village, Nessus confronts you. He is in league with the Blacktongues and attacks you to prevent you from thwarting his plans.

Nessus is a powerful opponent. Strong and heavily armored, his melee attacks do a great deal of damage, and his charging attacks can easily knock you down and leave you momentarily defenseless. He does have one major weakness: He is very vulnerable from the sides and from behind. Dodge his attacks and roll around behind him, using a mace to break through his armor. When his armor is broken, quickly switch to a sword or spear and attack. If you can continue dodging his attacks and then attacking his flank, you will easily defeat him.

Or so it would seem. Nessus has been imbued with Hecate's dark magic; his spirit form attacks you immediately after you defeat him. In his spirit form, Nessus is a very different opponent, and, because they cannot see him, you do not have your Argonauts to help in this second battle against the traitorous centaur.

The spirit Nessus stands at the far end of the clearing. Other spirits charge at you, making it difficult to approach. Dodge the spirits and keep moving forward. As you do so, Nessus sends small flocks of crows to dive bomb. Block these crows when you see them coming.

When you reach Nessus, he cannot do much to harm you, so begin your attack. There is one more obstacle, though: Nessus has summoned the spirit of Hep'naje.



Nessus' attacks are extremely powerful, but he is very vulnerable at his flank.



Dodge the spirits as they rush at you, and continue closing in on Nessus.



When you reach Nessus, you have to contend with a spirit Hep'naje as well.

Hep'naje is significantly weaker than in your previous battle, so ignore her if possible and concentrate your energy on breaking the glowing barrier that protects Nessus. Even if you defeat Hep'naje, Nessus can summon her again.

After you've managed to get a few attacks in, Nessus causes a powerful ripple in the earth, knocking you far back. There is no way to avoid this, but it doesn't do much damage. After knocking you back, he again sends spirits and crows after you. Dodge and block your way in to reach Nessus and continue hacking at him. Once the barrier is broken, he is vulnerable to damage. Attack as quickly as possible. If he knocks you back again, repeat the process. You can take him down with just a few attacks after his barrier is broken. In the following cinematic, you have an opportunity to gain Favor with any of the four patron gods as you finish off the villain.



After defeating the corporeal Nessus, he returns in spirit form as an even more powerful opponent.



Break through Nessus' magical barrier and he goes down quickly.

Deed Completed

RAVENHUNTER

Slew Nessus, the traitorous Sarian beastmaster.

The Descendent of Hermes

You are returned to the village, where Lykas praises you and Atalanta for defeating Nessus and Hep'naje. As a token of his gratitude, he presents you with the Nisyros Tribal Armor.

Nisyros Tribal Armor



When Jason takes damage, a decoy appears to confuse enemies (akin to the Hermes' Spirit Trail power). Also, the cost of all God Powers is reduced.

Hermes appears in the village, and beckons you to follow him. Follow him down to the beach. He praises you, and you can respond to gain Favor with Hermes or Apollo. He then takes away your Spirit Sight, but gives you something in return: the Wind Shear sword and a large monument honoring your deeds.

Deed Completed

SAVIOR OF SARIA

Restored peace to Saria and earned Hermes' gratitude.



Follow Hermes to the beach, where he presents you with a powerful weapon, and introduces you to his descendant.

Wind Shear



Whenever Jason kills an enemy with this sword, there is a chance the Hermes power Wind Strike will be cast. In additions, God Powers regenerate more quickly.

Deed Completed

WIELDED ZEPHYRUS

Acquired Zephyrus, the Wind Shear, from Hermes himself.

you would want her to join. You can tell her it's for her bravery (Ares), for her friendship (Apollo), or for her skill (Athena).

Deed Completed

ENLISTED LYKAS

Earned the support of the Nisyros Aleph, Lykas.

Deed Completed

RECRUITED ATALANTA

Invited Atalanta to fight at your side.

Aboard the Argo

With your trip to Saria completed, you are returned to the Argo. Speak to Medea, who believes there is a spy among you. She has opened her mind to Hecate in order to find out who may be touched. You can respond in several ways, with concern or anger, with a choice for each of the patron gods. She finds that the spy is watching from above, but before she can identify it, her intrusion is detected. Medea, possessed by Hecate, tries to tempt you to remove the wards that bind her. Refuse, pleasing Apollo or Athena. Hecate is driven out by your will.



Speak to Medea. She senses a spy aboard the ship.

the spear (Athena), or the shield (Apollo). Your choice gains you Favor with the associated god.

Speak to Atalanta, who is already a little bored by the journey. You can respond with choices from any of the four gods. Ask her about her archery skill and the time she spent alone on Saria as a young girl. Finally, speak to Pan. He shares another anecdote about a discussion with the Oracle, concluding that it's difficult to argue with someone who literally has all the answers.



Achilles asks you to choose which single weapon you would take into combat.



Talk to Atalanta to learn a bit more about her time on Saria.

Saria Deeds Checklist

Required Deeds

- Spiritwalker
- Hep'naje Survivor
- Reclaimer
- Pathfinder
- Restorer
- Reuniter
- Hep'naje's Hunter
- Hunter's Pact
- Savior of Saria
- Enlisted Lykas
- Recruited Atalanta
- Wielded Zephyrus

Optional Deeds

- Caring
- Nisyrosian Linguist
- Reclaimed Callas
- Somber Messenger
- Hunter's Eulogist
- Assassin's Eulogist
- Oracle's Eulogist
- Murderer's Eulogist
- Master Eulogist
- Historian of Saria

Herm Locations

- On the beach
- Outside of the village, near the wall
- Sacred Herm in the clearing
- Sacred Herm in the cave
- Near the ravine
- In the small clearing with Arktos' spirit and the letheaps

Shrines and Temples

- Hermes' shrine in Lykas' hut
- Hermes' shrine in the trees, across the ravine



KYTHRA



The mysterious Kythra is the land of Athena. It is rumored to be cursed; Argos says that ships that visit Kythra never return, and that no one has heard from anyone on Kythra for many years. A potentially abandoned, cursed island isn't a promising place to find a descendant of Athena's bloodline. But Kythra was also home to the Golden Fleece, and may still be. If nothing else, there's hope that you may find out the location of the Fleece during your visit there.

Before heading to shore, speak with your crew. First, talk to Medea. She says she senses a powerful presence on the island—one neither good nor evil, but ready to be tipped one way or the other. Next, speak to Lykas about Hermes' wit.

Head up to the deck and speak to Argos about Kythra being cursed. Atalanta asks your advice about spending time among humans. You can tell her to follow her instincts (Ares), try somewhere rural (Hermes), invite her to Iolcus (Apollo), or advise her to try a big city (Athena).



Legend

- | | | | |
|-------------------|-----------------|------------------------|----------|
| 1 Docks | 4 Eastern Swamp | 7 Hall of Philosophers | H Herm |
| 2 Ring of Virtues | 5 Western Swamp | 8 Hall of Guardians | S Shrine |
| 3 Logging Camp | 6 Frieze Room | 9 Medusa's Chamber | |



Speak to Argos to learn that Kythra is rumored to be cursed.

helpful during the final battle on Kythra, but the melee fighters are more useful during most of your battles.

When you approach the shore boat, Pan volunteers to go ashore because he is familiar with the history of Kythra. Pan is automatically selected for your party. Choose one other Argonaut to join you. Either Hercules or Achilles is a great choice because there is a great deal of combat on Kythra and both heroes are excellent melee fighters. (You'll have ranged combat covered with Pan as your companion.) Atalanta can be very



Pan is automatically selected to join your party. Select one other Argonaut. Choose Achilles or Hercules for their melee fighting prowess.

The Mystery of Kythra

You reach the docks at Kythra only to find them empty. There is no one in sight. The city is in disarray, with broken columns littering the empty roads. Pan says Kythra was once a city filled with life, but one day, during a thunderstorm, "everything just stopped." The city's large Temple to Athena was closed and the people of Kythra just disappeared.



Pan relates the strange history of Kythra when you reach the docks.

The few visitors that returned from the city claimed they'd found a "city of statues, as if the people had left behind monuments to themselves." You can ask Pan about Athena's descendants; he tells you about Perseus and Medusa, twins who lived in the city. He also tells you that Kythra was once home to the Golden Fleece, and that some think it may still be.

On the docks, you see an example of the statues mentioned by Pan—it represents a man being attacked by an Ionian mercenary. Read the Herm near the statue.

HERM



You see a strange statue on the docks. There is a Herm nearby.

An isle of judgment awaits its sentence. A temple of wisdom cries out for guidance. Wisdom, justice, courage, discipline, humility. These are the virtues that must be preserved.

Move down the steps and begin moving through the empty city. A little girl with a haunting voice appears on the road ahead. "Are you the judge?" she asks. Follow the little girl through the empty roads. You pass an open area filled with statues representing a large group of Ionian mercenaries closing in on a group of men.



A young girl appears to be the only living person on Kythra.

Continue moving along the empty road until you reach a large gate. Open the gate. Ahead is the city center. The strange girl appears again and runs to an open

square ahead. She stops in the center of a large circular engraving on the ground. The area is filled with statues of Ionians attacking Kythrans. Approach the girl and speak with her. She says her name is Strixa and tells you that "this is the Ring of Virtues. This is what you must do."



Follow the young girl to the city center, where she explains what you must do to save the city and its people.

Ask her to tell you her story (Hermes), or ask if she is alone (Apollo). Strixa then tells you that "the dark ones" arrived in Kythra, and that Athena turned the people to stone to keep them safe until the virtues could be restored. They've been waiting for someone to come and revive the city. You can ask her about the dark ones (Apollo), or about the Ring of Virtues (Athena). Pan tells you about the five virtues (wisdom, justice, courage, discipline, and humility), each of which is represented on the ring. Last he was here, each of the virtues shone like a beacon.



The Ring of Virtues is surrounded by statues of Ionian attackers.

Strixa says you must make the virtues shine again by bringing home the five true believers. You may question her about your duties and she'll tell you that the devout are in the city and out in the swamp that surrounds it. Strixa also tells you that the twins, Perseus and Medusa, are locked in the Temple of Athena.

When you finish speaking with Strixa, the Ionian statues come to life and attack. Your mace is particularly effective at breaking through their heavy shields. But you should have a pretty impressive arsenal on you at this point, so switch between weapons (especially if you are hoping to finish up some weapon-specific combat Deeds.) Or just stick to your mace to take down the Ionians.



Athena petrified the people at the moment of the Ionian attack. Your arrival triggers the statues' to return to life. Now you must fight the revived Ionian invaders and save the Kythrans.

Deed Completed

SEEKER OF VIRTUE

Learned of Kythra's long-delayed judgment.

Restoring the Ring of Virtues

After you win the battle in the Ring of Virtues, two of the nearby statues come to life. You meet Magistrate Meno and a nurse named Eleni. You can ask Meno about the attackers (Ares) or what happened in Kythra (Hermes). With several follow-up questions, you learn that the Ionians were there to assassinate Perseus. If you ask about the city's guards, you learn that Medusa's advisor, Phaedon, had disbanded the guard, saying that maintaining the guard showed the city's lack of faith in Athena, and thus left the city defenseless.

Meno thinks Ionians chased Perseus inside the Temple of Athena, but doesn't know much more about what happened inside after Athena froze the people. While speaking with Meno, he asks you to search for his daughter Iona, who had gone into the swamps before the attack. Eleni also asks you to seek someone in the swamps: the healer Kassia, who had ventured out to find herbs to cure an ailing young girl.



Magistrate Meno tells you more about the city, though he does not know what has happened within the walls of Athena's Temple.



Meno and Eleni ask you to rescue people from the swamps surrounding Kythra.

The City

There are several petrified Kythrans in the area. Approaching a Kythran will revive him or her. A petrified Kythran stands just outside the Ring of Virtue. Approach him. He is Kirinos, a simple young man who is waiting for his uncle. He seems scared and worried, and can only repeat the tenets of Athena's virtues again and again. Leave Kirinos for now.

There are several other petrified Kythrans in the city center. Before seeking them out, find the Herm near the east gate and read its inscription.



Speak to the simpleton Kirinos to learn that he is waiting for his uncle Polemon.

HERM



Read the Herm near the east gate. Here there is the law. The law is deaf to the lamentations of the condemned. The law returns mute silence to the outcries of the populace. The law is blind to all station and condition. Here there is the law and any here must bow to it.

Near the Herm, you see a guard standing over two men placed in pillories. Speak to Sporus, the guard, to learn about the men's crimes. The accused are named Pyrrho and Comeas. They are being punished for the murder of their boss, Diodorus. Pyrrho was found standing over the unconscious body of his boss, taking money from his vault.



The men in the city pillories have been accused of killing their boss and stealing his money.

The poison used to kill Diodorus was found in Comeas' home. Both men proclaim they are innocent. They were summoned to meet their boss by Kirinos, the village simpleton. Pyrrho arrived to find his boss unconscious; he admits to taking the money but says he was not involved in the death. Comeas tells you that when he arrived, Diodorus was dead. He was caught near the body by Diodorus' brother Nico, and the poison was found in



Comeas and Pyrrho both claim they are innocent. Question them to learn the details of their situation.

his home, though he says he has no idea how it got there.

Return to Kirinos and ask him about the summons. Diodorus' brother, Nico, had him deliver the message to Pyrrho and Comeas. Return to Sporus and speak to him again. You cannot investigate the matter further at this time, so explore the city center a bit more.



The accused men say that Kirinos was sent to summon them to meet their boss. Return to Kirinos and ask him about the situation.

Deed Completed

CAUTIOUS JUSTICE

Carefully sought the truth in the case of Comeas and Pyrrho.

You find a group of older men standing around. They are the Silver Order, a group of retired Kythran guards. One, named Dionysilios, is extremely drunk and wants you to find the "mead maker," his business partner. Respond about his condition, pleasing either Athena or Apollo as you do so. The other men, Galen and Eratosthenes, are concerned about their friend General Errikos, who followed a young woman named Adelpha into the swamps to protect her. It's becoming clear that the swamps will need to be explored thoroughly.



The men of the Silver Order are concerned for several people who were in the swamps at the time of the attack. Be sure to speak to each of them to learn about Captain Errikos, Adelpha, and the mead maker.

Before going into the swamps, attend to some unfinished business in the city itself. First, you can go to the healer's house, near the sealed temple entrance, where you can speak to Eleni and meet the ill Demetria. Again, you are asked to find Kassia the healer so she can help the poor young girl.



The nurse Eleni's house is near the sealed temple entrance.

Leave the city center through the gates and begin making your way to the docks. On the way, stop and examine the statues representing a large attack on a small group of men, which you passed on your way to the Ring of Virtues. As you approach, the statues, both Ionians and Kythrans, come to life. A man named Pathanos is speaking to the Ionians, saying they will not hurt his men. Help him by killing all the Ionians in the clearing. When the battle is over, you learn that the man runs the mill and employs these men as loggers.

You also learn that these men are convicted criminals, who were sent to work by Perseus instead of being executed. You compliment Pathanos on his bravery and he tells you that he has never been more afraid. As you speak with him, you can gain Favor with Ares, Athena, or Hermes.

Deed Completed

SEER OF COURAGE

Saved the brave Pathanos and the loggers he was protecting.



Return to the Ionian statues near the logging camp. Kill all the Ionian mercenaries, then speak to Pathanos, the manager of the wood mill.



Upon returning to the docks, you encounter a large group of Blacktongues planning to sail to the Argo and kill your crew.

sword or spear combos. When the Blacktongues are dead, finish off any Tartarus warriors that your Argonauts have not dispatched.

During the battle, the Ionian statue on the dock comes to life, so you need to contend with him as well. Once the dock is secured, speak to the revived Kythran. His name is Polemon, and he came to the docks to catch fish for himself and his nephew. Polemon, as you've likely guessed, is Kirinos' uncle. Tell Polemon to hurry back and meet with his frightened nephew. Leave the docks and return to the city. Speak to Kirinos when you arrive to see the happy reunion.



Speak to Polemon, the fisherman, and tell him that Kirinos is waiting for him in the city.

Deed Completed

SEER OF WISDOM

Reunited Kirinos with his uncle.

NOTE

You will notice that, having completed the Seer of Wisdom and the Seer of Courage Deeds, two of the virtues on the Ring of Virtues are now lit. Three more to go.



After saving Pathanos' loggers and reuniting Kirinos and his uncle, two virtues on the Ring of Virtues have been restored.

The Western Swamps

The swamps are a mazelike series of trails running through thick foliage. The western swamps are somewhat easier to navigate than their eastern counterpart because the main path is a large loop, and you will find everything you need in this area if you follow this loop. Head to the right when you reach the fork outside the city. You soon come to a waterfall and a ravine with a fallen tree creating a bridge across. Move across the tree into the clearing ahead.



Move through the mazelike swamp until you reach a fallen tree bridging a large ravine.

the missing member of the Silver Order. The young girl with him is Adelpha, whom he followed into the swamps to protect. Tell them to return to the city.



Kill the Ionians in the clearing.



Speak to Errikos and tell him to escort Adelpha back to the city.

Follow the path that leads deeper into the swamp. You come to another fork. The road to the right leads into a clearing filled with Ionian statues. They are closing in on a small path leading out of the clearing, but you cannot see who or what they are after. The Ionians attack when you enter the clearing. After eliminating them, go down the small path on which they were advancing. Here you find the statue of a cowering Kythran woman. She comes to life. This is Kassia, the healer who went into the swamp to find herbs to save the ailing Demetria. Tell her to return to the city.



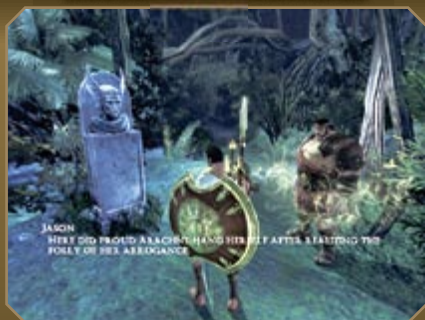
Another group of Ionians stands in the clearing, moving in on an unseen target.



Find the healer Kassia hidden on a small path near the clearing. She can tell you more about the city and its inhabitants before going back to the city to heal the ailing girl Demetria.

Return to the main path, turn right, and read the Herm nearby.

HERM



The Herm stands in the western swamp near the clearing where you rescued Kassia.

Here did proud Arachne hang herself after realizing the folly of her arrogance. The weaver, whose skill was flawless but whose wisdom wasn't, chose to challenge Athena herself. Arachne wove a tapestry disrespectful to the gods. When compared to the noble work of Athena, Arachne could not bear her shame. Athena took pity on Arachne, and turned her lifeless form into a spider.



After rescuing Errikos, Adelpha, and Kassia, and reading the Herm, return to the city center.

Follow the path around and back to the Kythra city center. Before traveling into the eastern swamp, go to nurse Eleni's house near the temple entrance. Kassia is here attending to Demetria. Speak to everyone. Kassia gives you credit for saving her and the young girl, and you can respond and gain Favor with either Apollo or Athena.



Return to Eleni's house near the temple entrance to speak with Kassia, Eleni, and the recovering Demetria.

The Eastern Swamps

The eastern swamps are slightly more difficult to navigate than the western swamps. Follow the path until you come to a fork, then turn right. You soon reach another fork. You can see a structure to the left. Approach the structure. Here, you find the statue of a petrified Kythran standing at a shrine to Athena. The shrine is surrounded by Ionians, which come to life when you get near the woman.



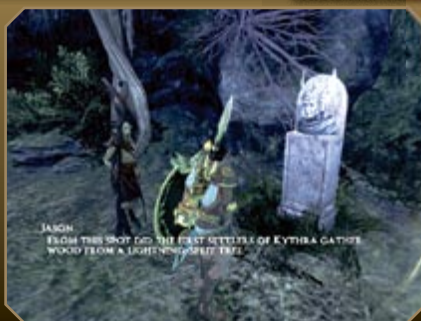
At the shrine to Athena in the swamp, the virgin Iona is beset upon by Ionians.



After removing the threat, speak to Iona and convince her to return to the city.

Kill the Ionians, then talk to the woman. She is Iona, Meno's daughter, who came here to pray at the shrine. She says she has much work to do to restore the shrine. You can respond to please any of your four patron gods. After speaking with her, tell Iona to return to the city. Leave the clearing and turn down the path to the left. The path leads to a Herm.

HERM



The Herm in the eastern swamp is located near the shrine to Athena.

From this spot did the first settlers of Kythra gather wood from a lightning-split tree. They used that wood to erect a shrine to the grey-eyed goddess. Over the ages, that shrine of wood has grown into the marbled halls of the Temple of Athena. All great things grow from humble origins.

Turn around and return to the path. Turn left and follow the path back toward the city. At the fork, the left path returns to the city, while the right path continues into the swamp. Take the right path.

You come to another fork. Take the right path first. You see a petrified Kythran ahead, surrounded by barrels. As you approach, he returns to life. This is Marinos, the mead maker. Tell him that Dionysilios is waiting for him in the city. Marinos leaves to go meet with his partner.



The mead maker Marinos is thankfully not in danger from attack. When he is revived, tell him to return to the city.



You cannot save this unfortunate Kythran. As he dies, he tells you he is Nico, brother to and killer of Diodorus. The men accused of his crime are innocent.

Deed Completed

KYTHRAN REDEEMER

Restored the people of Kythra.

Return to the path and turn right. You come to a clearing, where you see another petrified Kythran being stabbed by an Ionian mercenary. The statues come to life as you enter, and you are too late to save the man. Kill the Ionians, then speak to the dying man. He tells you that he is Nico, the brother of the murdered Diodorus. He confesses that he murdered his brother and framed Comeas and Pyrrho; you can find the stolen money in his basement. Nico is the last of the petrified Kythrans. After his confession, return to the path and follow it back to the Kythra city center.



Return to the pillories to reveal the truth about the crime. Comeas is pardoned, but you can choose one of three fates for Pyrrho.

Deed Completed

SEER OF JUSTICE

There are three possible outcomes: Cleared Comeas' name and had the thief Pyrrho executed.

Or: Freed both Comeas and Pyrrho from the pillory.

Or: Cleared Comeas' name and asked for a new trial for Pyrrho.

Return to the soldiers of the Silver Order. Speak to Dionysilios to learn that the mead maker returned. Then speak to Galen and Eratosthenes. They thank you for saving Errikos, and present you with a powerful mace as a gift.



After saving General Errikos, Adelpha, and Marinos, speak to the men of the Silver Order, who thank you by providing you with a new mace.

Fulcrum of Justice



All mace attacks have a chance to stun enemies on impact and a large chance to stun when a shield is destroyed. The Ares Skull Cracker Aspects enhance this.

Return to the City

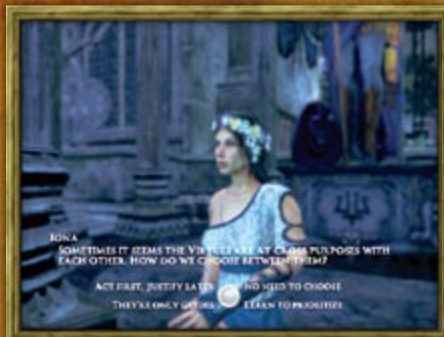
When you reach the city, turn right and walk up to the accused men in the pillories. Meno speaks to you. Tell him to search Nico's basement. He returns and says he found the money. Comeas is immediately pardoned. Pyrrho, however, did nothing to save the dying Diodorus. You can be his judge. Say he is guilty to please Ares, say he is innocent and should be freed to please Apollo, or say he deserves a new trial to please Athena.

Deed Completed

FRIEND OF KYTHRA

Aided all those you could on Kythra.

You see that four of the five virtues are now shining. To light the fifth, approach the shrine to Athena near the temple, and speak with Iona. She discusses the difficulty of following the virtues when they often seem at odds with each other. Respond that one should act first, then justify one's actions (Ares), that the virtues are only guides (Apollo), that there is no need to choose between them (Hermes), or that one must learn to prioritize (Athena). No matter which answer you give, the fifth virtue is lit, and the door to the Temple of Athena is unsealed.



Speak to Iona at Athena's shrine to light the fifth and final virtue on the Ring of Virtues.



With all five virtues lit, the entrance to the Temple of Athena is unsealed.

Deed Completed

SEER OF DISCIPLINE

Protected the magistrate's devoted daughter Iona from the brutal Ionians.

Deed Completed

JUDGE OF VIRTUE

Gained Entrance to the Temple of Athena.

The Temple of Athena

Before you enter the temple, Meno stops you. He says that a group of Ionians chased Perseus into the temple just before Athena froze the city. He also says that Phaedon, Medusa's sinister advisor, may still be inside as well.



Meno warns you that there are more Ionians in the Temple of Athena, and that the treacherous Phaedon may still be inside as well.

Enter the temple. Turn left and run through the hallway. Move up the steps to the small group of petrified Ionians. They attack as you approach. Kill them, then read the nearby Herm.



HERM

As Meno warned, Ionians chased Perseus into the temple.

Ahead lies the Temple of Athena, sanctuary of the Golden Fleece. Praise and glory to Athena the bright-eyed, Athena the virgin, Athena of the city.

Continue through the temple entrance, and ascend the large stairway. Another small group of petrified Ionians stands before a long corridor adorned with huge statues. Kill the Ionians and move down the corridor.



More Ionians attack at the entrance to this impressive corridor.



Allow Pan to narrate the history of the Fleece, as illustrated by a series of friezes.

You come to a room decorated with numerous friezes telling the story of the Golden Fleece. Pan asks if you would like him to narrate the story for you. Say yes, and listen to the entire story. It tells of the brothers Prometheus and Epimetheus; the former gave fire to man and taught man to walk upright. Epimetheus, in competition with the gods, created the Golden Ram, which was killed by men who took its magical Fleece.

Deed Completed

KYTHRAN SCHOLAR

Learned the history of the Golden Fleece.

NOTE

Listening to the story is optional, but knowing the history of the Fleece will be important when you meet Phaedon in the temple.

Leave the frieze room and move up the stairs.

The Hall of Guardians

Head east into the Hall of Guardians and read the Herm.

HERM



Read the Herm in the corridor leading to the Hall of Guardians.

The Hall of Guardians. Here train the soldiers of the Temple Guard. Here they take their vows of discipline, courage, and humility. "One spear can change the course of destiny." Motto of the Temple Guard of Kythra.

As you enter the Hall of Guardians, you are confronted by Perseus. He asks your purpose in the temple, and your response pleases either Athena or Apollo. He says he must atone for failing Athena, and you can ask him to help reclaim the Fleece (gaining Favor with Hermes), or tell him he suffers needlessly (Athena).



Perseus has isolated himself in the Hall of Guardians to atone for failing Athena and allowing the Fleece to be stolen.

Judging Perseus and Phaedon

You come to a room featuring a large waterfall. Strixa appears again. She is Athena, and asks if you will enact judgment in the temple. You can answer to gain Favor with Ares or Athena. She then tells you that Phaedon is to the west, in the Hall of Philosophers, and Perseus is to the east, in the Hall of Guardians. Medusa is here as well, but she will be judged after the other two.



As you enter the central hall of the temple, Strixa appears again and reveals herself to be Athena.

Tell Perseus that you are searching for Medusa, and he threatens you. You can respond gaining Favor with any of your four patron gods. In the cinematic, Perseus realizes that Jason has Athena's favor. Humbled, he gives you the Spear of Virtue and tells you where to find Medusa. He also tells you to deal with Phaedon before seeking his sister.



Perseus attacks as you leave, then has a change of heart and presents you with the Spear of Virtue.

Spear of Virtue



When this spear kills an enemy, a marker appears on the ground. Enemies who touch the marker are struck by lightning (akin to the Athena Tempest God Power).

Deed Completed

JUDGE OF WILL

Received Perseus' spear, and earned his support to confront his sister.

Deed Completed

WIELDED PARTHENOS

Acquired Parthenos, the Spear of Virtue, at Athena's command.

The Hall of Philosophers

Return to the central hall and head west into the Hall of Philosophers. As you approach, you hear a man arguing that the Fleece is an abomination and that its theft from the temple was a benefit to man. Before entering the hall, read the Herm marking its entrance.

HERM



The final Kythran Herm is outside the Hall of Philosophers.

The Hall of Philosophers. Let all who speak within do so in the pursuit of wisdom and justice. Let speech come from the heart, and debate come from the head.

Enter the hall and interrupt the speaker. It is Phaedon. You have four possible responses to his speech, each of which gains Favor with one of your patron gods, and all of which challenge Phaedon to a debate.

Deed Completed

HISTORIAN OF KYTHRA

Found all of the Herms on Kythra.



Phaedon is arguing that the theft of the Fleece is beneficial to mankind.

Deed Completed

JUDGE OF TRUTH

Successfully argued against Phaedon.

Deed Completed

MASTER ORATOR

Flawlessly defeated Phaedon in the Golden Fleece debate.

Debating Phaedon



The debate with Phaedon can be successful even if you don't answer all of his questions and arguments correctly. But to achieve the Master Orator Deed, you must answer each question and argument perfectly.

Before the debate begins, Phaedon first challenges your knowledge of the history of the Golden Fleece. He asks three questions. First he asks who created the Golden Fleece. The answer is "Epimetheus." He then asks what gift Prometheus gave to man. The answers are "Sacred fire" and "upright form." Finally, he asks who killed the Golden Ram. The answer is "Man." During this portion you can ask for Pan's help once, and he will give you the correct answer. If you ask for his help, though, you will not complete the Master Orator Deed.



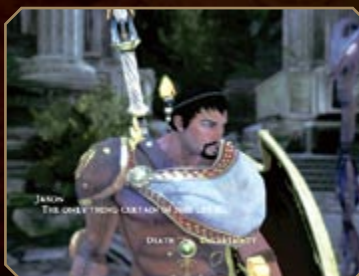
After quizzing you, the debate begins. During the debate, you must give a series of timed responses to make your counter-argument. The answers may seem obvious, but you must answer fairly quickly or your answer will be selected for you.

Phaedon makes his first argument: The Fleece is an abomination. In response, say that Epimetheus' crime was a lack of "humility."

Phaedon then argues that the Fleece circumvents the will of the gods. Respond that through man, the gods enact their "wisdom."

For his third argument, Phaedon says that the Fleece brings out the worst in man. Respond that doing what is right requires "courage."

Finally, Phaedon says that the Fleece is a singularity, and that singularities are dangerous things. Your final response is a closing speech, again made up of a series of timed responses. These, however, have no bearing on the outcome. No matter what you choose, you deliver a rousing speech and win the argument. Unlike the previous responses, each of your responses in your closing argument allows you to gain Favor with a god. First, say that you are a king (Ares) or a simple man (Apollo), and not one for elaborate speeches (Hermes) or absolutes (Athena).



The Fleece is neither good nor evil (Hermes) or part of our history (Athena), and that the only thing certain is death (Ares) or uncertainty (Hermes). The Fleece cannot be an abomination (Apollo) or out of place (Athena). Finally, you can argue about whether the Titan Epimetheus made the Fleece, saying "not so" (Ares) or "true enough" (Apollo).

When the debate ends, Phaedon reveals his true nature: He is a Blacktongue and has stolen the Fleece. Call him out as the Blacktongue he is (Ares) or call him a thief (Athena). He attacks you and your Argonauts.



After successfully debating Phaedon, he reveals himself to be the Blacktongue who stole the Fleece.

Any philosophers who have sided with him (this will be few if you addressed all of his points correctly), turn into Tartarus warriors. Phaedon summons additional warriors if necessary. Phaedon is incredibly fast, and has an ability similar to Apollo's Golden Armor God Power, making him difficult to damage. Phaedon's Golden Armor makes him invincible, so kill his minions while it's active. Once it runs out, hit him with your strongest attack, like the spear heavy attack. When he comes at you, stay defensive because he uses a powerful sword called the Thorn of Hades. When Phaedon falls, the sword is yours.



Phaedon is a fast opponent with a deadly sword. Dodge his attacks until his Golden Armor vanishes. When he is vulnerable, quickly slice away with your sword or spear.

Deed Completed

RAVENSBANE

Slew Phaedon, the corruptor of Kythra.

Thorn of Hades



All sword attacks have a small chance to damage enemies even if they are blocking.

As you exit the Hall of Philosophers, speak to the philosophers who line the entryway and praise your skills. The final philosopher asks how you learned to debate. You can respond that you spoke from the heart (Ares), learned from your father (Apollo), have a natural ability (Hermes), or that you learned from holding court in Iolcus (Athena). Return to the central hall.



The philosophers praise your oratorical ability as you return to the central hall.

Judging Medusa

The passage behind the waterfall is now open. Move through it and down the corridor. You hear Athena's voice tell you that Medusa's fate is in your hands, and you must decide to destroy her or her vanity.



Return to the central hall and enter the now-open passage behind the waterfall.



You see two visions that reveal Medusa's corruption by Phaedon.



Deed Completed

INFORMED JUDGMENT

Learned the history of Medusa's crimes.

Battling Medusa

Medusa has transformed. Instead of the beautiful young woman you saw in the visions, you see a monstrous beast, a huge creature with a frightening face and a body made up of massive, terrifying serpents. To fight Medusa, you must first attack the serpents. You can fight them individually, as there is enough room between them to make sure you aren't overwhelmed. Each serpent is situated near a seal of virtue, much like those found in the Ring of Virtues.



To battle Medusa, you must first eliminate the serpents guarding the outside of the ring.

Deed Completed

Saved Medusa from her vanity and corruption.

Just because Pan activates the beacon to block a serpent doesn't mean you're rid of it. After a few moments the serpent will appear again in the center of the ring to harass you. Try to avoid fighting these serpents when possible because only those outside the ring need to be killed. Once the outer serpents are eliminated, all the serpents will disappear for a time.

Guardian's Plate

CEREMONIAL ARMOR.
WHILE THIS ARMOR IS STUNNY AND WELL MADE, IT OFFERS NO SPECIAL BONUSES.

GUARDIAN'S PLATE
ALL THOSE INTERACTING WITH A GUARDIAN WEARER WILL BEGREETED WITH A LIGHTNING BOLT. THE GUARDIAN'S PLATE IS A LIGHTNING BOLT.

ACQUIRED GUARDIAN PLATE

Equip

As Jason inflicts damage without being hit, his weapons are electrified, hurting blocking foes and detonating on their deaths, like Athena's Lightning Seed.

Deed Completed

Accepted the repentance of the priestess Medusa.

Deed Completed

ENLISTED PERSEUS

Accepted the aid of the guardian Perseus.

Aboard the Argo

After enlisting either Medusa or Perseus, you are automatically returned to the Argo. You then see a cinematic in which Pelias' raven spy assumes his true form as a Blacktongue assassin, and kills Argos in order to prevent your further progress. The crew gathers on the deck of the ship to mourn your captain, and you must perform last rites for Argos.



Pelias has Argos assassinated in an attempt to stop your journey.

Deed Completed

MOURNED ARGOS

Gave last rites to Argos.

Hercules approaches you and asks you if sacrificing a friend was worth restoring Alceme to life. You can answer to please any of the four gods. You can also speak with Perseus, who says that Argos knew that it was good to die with glory. You can respond to please either Ares or Apollo. Atalanta shows surprise at the capabilities of the Blacktongues, and seems ashamed that her father was part of the cult. Console her with responses from Apollo or Hermes.



Your crew expresses grief for Argos.

choose Libra. For your destination, choose Pygmalion. This sets your course for Delphi.

NOTE

If Kythra is not your final destination, you need to set the navigation equipment to sail to Saria or Mycenae. The constellation representing your current location is Libra. For Saria, choose Centaurus. For Mycenae, choose Lupus.

Deed Completed

NAVIGATOR

Learned to control the Argo.

Required Deeds

- Seeker of Virtue
- Seer of Wisdom
- Seer of Humility
- Seer of Courage
- Seer of Discipline
- Seer of Justice
- Judge of Virtue
- Judge of Truth
- Judge of Will
- Wielded Parthenos
- Arbiter of Mercy or Justice
- Enlisted Medusa or Perseus
- Mourned Argos
- Navigator

Optional Deeds

- Friend of Kythra
- Kythran Redeemer
- Kythran Scholar
- Cautious Justice
- Informed Judgment
- Historian of Kythra

NOTE

Completing the required tasks on Kythra completes the Virgo constellation. Completing the optional Deeds completes the Libra constellation.

Herm Locations

- On the docks
- In the city center
- In the eastern swamps
- In the western swamps
- Inside the temple, near the entrance
- Outside the Hall of Guardians
- Outside the Hall of Philosophers

Shrine and Temple Locations

- Athena's shrine in the eastern swamps
- Athena's shrine in the city center
- Athena's shrine in the temple



DELPHI & TARTARUS



You have fulfilled the Oracle's task and found three guides with divine blood. With King Lycomedes as the descendent of Ares, Lykas as the descendent of Hermes, and Medusa or Perseus as the descendent of Athena, you must now return to Delphi to learn how these three guides can lead you to the Golden Fleece.



Legend

- | | |
|----------------------|------------------------|
| 1 Portal from Delphi | 5 Prometheus |
| 2 Phaedon | 6 To Tartarus Interior |
| 3 Epimetheus | 7 Nessus |
| 4 Docon | 8 Golden Fleece |

As soon as you arrive at Delphi, the Oracle meets you on the deck of the ship. She explains that the Fleece, stolen by the Blacktongues for their goddess Hecate, lies in the depths of Tartarus. If you would retrieve the Fleece, you must descend into the underworld of eternal torment. When the Oracle tells you of the Fleece's location, you can respond with indignation (pleasing Ares) or with calm inquisitiveness (pleasing Apollo).

Before leaving the Argos, head below deck and speak to Medea. She says she is ready to contact Hecate, and you can encourage her with responses that please any of the four patron gods. After you've spoken with Medea, head to the equipment room and choose the armor and weapons you wish to take into Tartarus. You may also want to spend some time speaking with your crew—if you are trying to obtain the Wise Leadership Deed, this is your last opportunity to get Daedalus' Armor Upgrade or hear the stories of Athena's Wisdom, Hermes' Wit, Lycomedes' War, or the Oracle. When you are ready, After choosing your equipment, return to the deck and use the shore boat to return to Delphi.



The Oracle tells you that the Fleece has been taken into Tartarus.

The Gate of Despair

Your return visit to Delphi is limited to a small cavern where four rivers meet. The Oracle explains that the blood of the four descendants must be added to one of the rivers to open the passage to Tartarus, and that Medea must contact the mind of Hecate to ensure your entrance into the underworld is somewhat near the Fleece. When she mentions the blood, you can react with outrage (Apollo) or curiosity (Athena). Either way, the Oracle tells you that only a small amount of blood is needed, and that her own blood will be used for Apollo because all Oracles are descendents of the sun god.



The Oracle says that the blood of the four descendant's must be added to the rivers to open the portal to Tartarus.

Now you must choose which two Argonauts will accompany you to Tartarus. There is a great deal of combat ahead, so it's a good idea to take Hercules, who is great against groups of enemies. As for the second Argonaut, take whomever you prefer. After you've chosen, you will have a chance to change your choice.



Select two Argonauts to accompany you into Tartarus.

After selecting your companions for the trip into the underworld, read the ancient Herm in the cavern. This Herm not only completes the Historian of Delphi Deed, it also completes the Master Historian Deed, provided you've found every other Herm in the game.

HERM

The Gate of Despair. The end of mortal journeys. The beginning of eternal suffering. Pass through into oblivion.

Deed Completed

HISTORIAN OF DELPHI

Found all of the Herms on Delphi.

NOTE

You can only complete the Historian of Delphi Deed if you read all three Herms during your first visit to Delphi.

Head down the path to the Oracle. Once again, she gives you the opportunity to choose new companions. After you confirm your choice, the ceremony begins. All of the descendants add their blood to the rivers, and the portal to Tartarus is opened.



A small drop of blood from each of the divine descendants opens the portal to Tartarus.

Tartarus

When the ceremony ends, you are now in Tartarus, the dominion of Hecate. You will notice immediately that you are in combat mode. You will remain on combat alert for most of your time in the underworld.

Deed Completed

TRAVELER OF WORLDS

Opened the Gate of Despair, the portal to Tartarus on Delphi.

Begin moving up the path ahead. You immediately come to a small collection of four glowing pods. If you act quickly, you can attack and destroy at least one of the pods before it hatches. The remaining pods release Tartarus fiends. Kill whichever fiends manage to escape from their pods.

TIP

Whenever you see fiend pods, try to destroy as many as possible before they release the fiend inside. This will save you the need to fight large numbers of fiends, and there are two optional Deeds associated with destroying pods. Note that you can only destroy pods that are glowing. This indicates they are about to hatch. Destroying pods allows you to complete the Gifted Tactician and Master Tactician Deeds.



Fiends are hatched from pods throughout Tartarus.

When the fiends are eliminated, continue up the road. You come to a room with paths leading forward, left, and right. The forward path is blocked by an odd membrane, and is flanked by large bulb-looking objects. You can only head to the left or right at the moment. For now, head to the right. This path will lead you to the Titan Epimetheus.

The Road to Epimetheus

As you follow the path to the right, you are almost immediately confronted by a familiar face: Phaedon, the persuasive Black-tongue who corrupted Medusa in Kythra. Phaedon is surprised to see you and assumes you have embraced the ways of the Black-tongues. Your response can please Hermes or Ares. He then says that the Blacktongues will triumph, ruling both the underworld and the world above. You can respond with Ares or Athena alignment choices. Now it's time to kill Phaedon again. As the Oracle tells you near the Gate of Despair, any death in Tartarus is permanent eradication, and Phaedon is about to be eradicated.

Deed Completed

RAVENSBANE II

Eradicated Phaedon in Tartarus.

Proceed up the road. Shortly after your encounter with Phaedon, you come to a large area flanked by twelve fiend pods, six on each side. Ahead you see a large creature emerging from the ground. Before you can approach it, however, the pods begin to hatch. The area is fairly large, making it difficult to destroy the pods in the brief period before they hatch, but try to get one or two if you can. Attack the Tartarus fiends as they emerge.



Just before you meet Epimetheus, you must fight a large group of Tartarus fiends.

TIP

If you want to concentrate on destroying pods, lure the hatched fiends to one side and watch the pods closely as you fight. As soon as a pod starts to glow, quickly move to it and destroy it, then return to fighting the nearby fiends.

After the fiends are eliminated, Epimetheus addresses you. He tells you that he and his brother are held in eternal torment by Hecate, their sister. They, unwillingly, provide the defenses of Tartarus—the pieces of his body emit the gases and membranes that bar your path, while Prometheus' corrupted blood gives life to the fiends. To keep him talking, you can choose from responses pleasing any of the four gods. He tells you more about the area and his torment, and you can ask him to help you (Hermes), or if you can help him (Apollo). Either way, Epimetheus asks you to kill him. Agree, pleasing either Hermes or Ares. Before dying, he tells you that you must destroy the many parts of his body scattered throughout Tartarus to gain access to its inner realms.



Epimetheus, one of the Titans responsible for the creation of the Fleece, asks you to put an end to his suffering.

NOTE

Your conversation options with the Titan brothers are different, depending on whom you visit first. If you visit Prometheus first, your conversation with Epimetheus will consist solely of his asking you to kill him, and the Ares/Hermes response option associated with that request.

NOTE

When Epimetheus is dead, return down the path to the intersection near the entrance to Tartarus.

Deed Completed

RELEASED EPIMETHEUS

Killed the titan Epimetheus, freeing him from his torment.



As you move down the road toward Epimetheus, you encounter Phaedon.

This battle with Phaedon is identical to your first encounter, only a bit easier as you should have much more powerful Aspects at your disposal. Along with Phaedon, there are a number of Tartarus Fiends that join the battle.

Phaedon once again uses the Golden Armor power, so avoid his attacks until he the armor vanishes and he is vulnerable. When the armor drops, switch to your sword and swipe at him with quick attacks (or combos, if you can manage it before he scurries away and recharges his armor). Remember that Phaedon is fast, so you must keep an eye on him and dodge or block when he speeds toward you. If you find yourself being swamped by fiends, use the mace's special ability to knock your attackers to the ground, then move away and get back to fighting Phaedon. When he falls, turn your attention to whatever fiends remain.



Hammer away at Phaedon's armor until it vanishes, then swipe at him with your sword.

The Road to Prometheus

The path with the membrane is still blocked, so move down the path ahead. The road slopes upward, and you come to a small cavern with four fiend pods. Quickly hit whatever pods you can, then fight the fiends who manage to hatch.



The road to Prometheus leads through a small cavern with four fiend pods.

Your cohorts have some trouble adhering to this rule, so prepare for a somewhat lengthy fight. In addition to the center area, there is also a small area of dry land at the far side of the room, near the pods. Use this area to attack any fiends that can't be lured to the center.



You must kill the fiends on dry land; any fiend that dies in the green muck is resurrected shortly after its death.



Docon, the Ionian Champion, is waiting for you on the path to Prometheus.

attacks on Docon, but don't let yourself be overwhelmed. When Docon falls, finish off the fiends.

Continue traveling down the path. At the bottom, you come to a large area flooded with green muck. In the center is a small island of dry land, and the area is filled with fiend pods. As always, try to destroy what pods you can. Then begin attacking the fiends. You quickly learn that any fiend killed in the muck is quickly resurrected, so lure them to the island of dry land in the center, and only kill them while they are

Move out the room and into another, similar room filled with muck and some dry land. The difference is that in addition to Tartarus fiends, Docon, the Ionian Champion, is waiting for you here. Speak with Docon. He tells of Hecate's imminent dominion over the upper world. Respond to please any of your four patron gods, then attack him.

Docon is not a very tough opponent, but he is tough to get to. He tends to block almost all attacks, so getting behind him is key. Use the Dodge ability to get around him and swipe at his back, and you can also wait until he is fighting your Argonauts to get behind him and attack. More problematic are the numerous Tartarus fiends in the area, that will be resurrected if not killed on dry land. Try to concentrate your



Docon is most vulnerable from the back, so use your Dodge skill to roll around him and quickly attack his flank.

Deed Completed

RAVENSFOL II

Eradicated Docon in Tartarus.

Prometheus is just ahead. If you are visiting Prometheus first, he tells you how he and his brother, Epimetheus, provide the defenses in Tartarus: His own blood is the muck that gives life to the fiends, and his brother's body protects entry to the inner areas. He also tells you of his undoing, how his pride in his creation, man, led to his downfall. You may respond pleasing Apollo, Hermes, or Athena. You can then ask to help him (pleasing Apollo) or ask for his help (pleasing Hermes). He asks you to put an end to his suffering. Respond, pleasing Ares or Apollo. Prometheus asks your name, and then allows you to kill him.



Prometheus, like his brother, asks you to put an end to his misery.

NOTE

If you visit Epimetheus before visiting Prometheus, your conversation with Prometheus is much shorter. He quickly asks you to kill him and your response can please either Ares or Hermes. This is the only god-oriented conversation if you visit Prometheus second.

Deed Completed

RELEASED PROMETHEUS

Killed the Titan Prometheus, freeing him from his torment.

Turn around and begin retracing your steps to the entrance. You are once again beset by Tartarus fiends as you enter the room with the island in the center. But this time there are no pods. The fiends are emerging from the craters around the muck. Fight them as they appear, and continue fighting until you notice the muck begins to be replaced by Prometheus' pure red blood. When the muck is gone, the fiends can be quickly destroyed without fear of them being resurrected.



After killing Prometheus, his tainted blood is slowly replaced by his real blood, making it much easier to defeat the fiends.

Return down the path to the intersection near the entrance to Tartarus.

The Tartarus Interior

After killing both Epimetheus and Prometheus, you can now move deeper into Tartarus. When you reach the intersection, you see two bulbs that are pulsating near the pool of tainted blood. You are also beset by Tartarus fiends as you approach the pool. Ignore the fiends and quickly get to the two nearby bulbs. These are the remaining parts of Epimetheus' body. Attack them to destroy them. When the parts are gone, the tainted blood slowly turns to pure blood, and you can safely fight the fiends in the area.



Destroy the pieces of Epimetheus' body before attacking the fiends.

Deed Completed

WAYFINDER

Broke through the membrane into the interior of Tartarus.

Behind the membrane is a small flight of stairs. Head up them. At the top you see some of the green Friend pods with which you've become familiar. In addition, you see some blue pods. If you're trying to destroy pods before they hatch, the blue pods should be your first priority. Blue pods contain minotaur fiends, which are much tougher than the Tartarus fiend warriors you've been fighting to this point.

There is no green blood in the area, so you can just fight these fiends as normal. Once they are dead, you must find a way through the membrane at the bottom of the stairs. There are no Epimetheus parts in sight, though. Head back up the steps and look between the craters to the left. There is a semi-hidden flight of steps leading down to a small area containing a bulb. Destroy it, then return to the membrane and cut through it into the next area.

Move down the short corridor. Two more bulbs are at the end. Destroy these, then attack the membrane. The path to Inner Tartarus is now clear.



Destroy the Epimetheus parts, then attack the membrane to move deeper into Tartarus.



The blue pods contain fearsome minotaur fiends.



Find the bulb and destroy it so you can cut through the nearby membrane.

dodging its attacks and quickly striking at it when it's staggered from its own attacks.

The next area will seem somewhat intimidating. It features plenty of green blood, numerous Tartarus fiends, and very little dry land. Now, however, you have a way to defeat the muck. Rush into the area and ignore the fiends as best you can. Some steps head up to a small raised area. Run to the steps and, if possible, destroy the blue pod before it hatches.

Otherwise, quickly dispose of the minotaur fiend that emerges by



Destroy the three Epimetheus parts in the area to cleanse the blood and destroy the fiends in the room.



The next area has very little dry land and a great deal of tainted blood.

Near the minotaur fiend pod is another small set of steps. Head up these steps. At the top, you find a room with three Epimetheus parts. Quickly destroy these, then return down to the main area. The tainted blood is now pure, and you can dispose of any fiends that remain and then cut through the membrane.



Run up the steps and try to destroy the minotaur's pod before it hatches.

Behind this membrane is another area filled with minotaur pods. Destroy the blue pods you can reach, then fight the minotaurs fiends that emerge. Continue along the path to another large area filled with tainted blood and very little dry land. Three Epimetheus parts await destruction in the area. One is near the entry steps, one is near the far wall, and one is near the wall to the left as you enter. When the parts are destroyed, the fiends are instantly killed and you can break through the membrane.



Move up the steps near the minotaur pod to find the Epimetheus parts.



The final pieces of Epimetheus' body are on this small island of dry land, surrounded by Tartarus fiends.

TIP

When you destroy the parts in this area, the fiends are instantly killed. If you are trying to complete the Condemner, or even more general, combat Deeds, you should fight some of the fiends before destroying the Epimetheus parts.

Ahead, you see a membrane. Go toward it, then turn left and enter the small area filled with tainted blood. Numerous fiends immediately attack. There is only a very tiny strip of dry land here, and on it are three of Epimetheus' parts. Destroy them as quickly as you can. When the parts are destroyed, the fiends die, and you can return to the membrane and cut through it.

Deed Completed

PURIFIER

Cleansed Tartarus of poison by destroying all of Epimetheus' parts.

The Temple of Hecate

You've reached the inner sanctum of Hecate's domain. You are very close to the Fleece, and there are only a few obstacles in your way. As you head up the path, you see a familiar sight: Hep'naje. She does not attack, however. Instead, she runs off down the path. Follow her.



Hep'naje appears, but does not attack.

Hep'naje leads you to a large cavern. At the far end is the traitorous Centaur, Nessus. Nessus is surprised by his current situation. For his cooperation with the Blacktongues, he was promised a paradise. Instead, he finds himself in the ugly underworld of Tartarus. You can respond to please Hermes or Athena. He then tells you that Hecate is assembling an army to take over the lands above. You can respond to please Ares or Apollo. After the conversation, you may choose to leave Nessus to the punishments of Tartarus or you may choose to kill him.



Nessus can be attacked, or left to stew in his misery in Tartarus.

If you want to complete as many Deeds as you can, choose to attack Nessus. The battle is similar to the second half of your first battle with him on Saria. You must avoid the spirits and ravens that Nessus sends your way, then smash away at his magical armor when you get within range. The sword works best here because you can get many more hits in the short time you spend close to Nessus. Hep'naje attacks when you get near Nessus, but she is very easily defeated and can even be ignored if you can maneuver around her.



When you get in close to Nessus, bang away at his magic armor.

NOTE

If you choose not to fight Nessus, you will not complete the Ravenhunter II Deed.



Dodge the herds of spirits that Nessus sends charging at you.

You can not kill Nessus on your first attack. Nessus stomps the ground, sending you reeling back in the ensuing shock wave. Repeat the process, dodging the spirits and moving in on Nessus, then attacking him when you get close. You should be able to kill him on your second or third approach.

Deed Completed

RAVENHUNTER II

Eradicated Nessus in Tartarus.

After facing Nessus, continue moving down the path. You can see the Fleece just ahead. But there is one last challenge standing in your way. By making it this far, however, you have completed yet another Deed.

Deed Completed

DRIVEN HUSBAND

Reached the Temple of Hecate in the heart of Tartarus.

Move forward toward the Fleece. As you approach, however, you are confronted by the Fleece's final guardian: the Blacktongue Isyphyrus. He is a very tough opponent. He is fast, has two very devastating ranged attacks, and is a formidable opponent in melee. Once you understand his attacks, though, defeating Isyphyrus simply takes a bit of patience, as you must be on the defensive for much of the battle.



As you approach the Fleece, you are confronted by Isyphyrus, the Fleece's final guardian. He threatens you, and you can respond to please any of the four gods.

Isphyryrus has two primary attacks: He sends a series of explosive protective wards through the tainted blood at Jason. These are easily avoided: Run and dodge to stay ahead of them, and use the opportunity to run at Isphyryrus at attack him. You should be able to get in a few hits before he teleports away. As soon as he teleports, immediately block. One of two things is about to happen: Either he teleports close by and attacks you with his mace, or he teleports to a distance and shoots a devastating blast of tainted blood your way. If you aren't blocking, this blast causes a great deal of damage.



Isphyryrus has two powerful ranged attacks: exploding wards that follow you as you move, and a blast of tainted blood that can do a great amount of damage.

Isphyryrus is at his most vulnerable as he sends the wards after you, as he cannot attack while controlling the wards. You can also fight him when he confronts you in melee combat. Stay on the defensive when he attacks with his mace, though, because he has a great deal of power and his attacks can keep you off balance. Dodge his attacks if possible and quickly move in and strike. Blocking his attacks can prevent you from taking damage, but may knock you off balance. Remain patient and attack when possible, and Isphyryrus eventually falls.

With the final guardian defeated, Jason ascends the stairs and takes the Fleece.



As Isphyryrus dies, he tells you that the Blacktongues have taken over Iolcus.

fiends and Tartarus warriors immediately attack. Watch as Jason's health regenerates as he fights through the fiends and notice the significant increase in attack power.



Once you've acquired the Golden Fleece, you get to see its power in action against a large group of Tartarus fiends.

When the fiends are defeated, Jason is reunited with his accompanying Argonauts and they return to the *Argo*, ready to return to Iolcus with the Fleece in hand.

Tartarus Deeds Checklist

Required Deeds

- Traveler of Worlds
- Released Epimetheus
- Released Prometheus
- Wayfinder
- Purifier
- Driven Husband
- Ravensfoe II
- Ravensbane II
- Raven's End
- Legendary Hero

Optional Deeds

- Historian of Delphi
- Gifted Tactician
- Master Tactician
- Ravenhunter II

Deed Completed

RAVEN'S END

Slew Isphyryrus, the Fleece's final guardian.

Deed Completed

LEGENDARY HERO

Claimed the Golden Fleece in the depths of Tartarus.

Golden Fleece

The Fleece adds increases to power, flesh damage, armor damage, maximum health, and resistance. Also regenerates Jason's health at a rate of 33 percent per second.

The Fleece is the most powerful piece of equipment available, and Jason's combat abilities are significantly boosted once he acquires it. You have a chance to witness its power right away, as a group of minotaur



RETURN TO IOLCUS



Upon your return to Iolcus, Isyphyrus' threat is shown to be true: Your kingdom has been taken over by the Blacktongues. The bodies of Iolcans fill the seas as you approach the docks. Among the bodies you see Captain Idas. Give him his last rites as you sail in. Unlike previous last rites you have performed, you simply have to pick a god to whom you dedicate the rites. You also see the bodies of Elpis and Mnason, among others. The Blacktongues have laid ruin to your kingdom.



Captain Idas is among the bodies floating in the sea as you approach Iolcus.



Legend

- | | |
|---------------|-------------|
| 1 Docks | 4 Courtyard |
| 2 Village | 5 Skiav |
| 3 Royal Court | 6 Mausoleum |

Speak with your crew. You must now choose two Argonauts to take with you to shore. You will be fighting in large, outdoor spaces with your chosen Argonauts, so choose one melee fighter (either Achilles or Hercules) and Atalanta or Pan for support. When you've made your choices, use the shoreboat to sail to the docks.

Deed Completed

EPIC VOYAGER

Returned home to Iolcus bearing the Golden Fleece.

The Docks and the Village

When you reach the docks, you are immediately confronted by a group of Ionian mercenaries. After some brief banter, they attack. Kill them and head down the docks to the beach.



Ionian mercenaries attack when you reach the docks.

The beach is overrun with enemies, both Ionian mercenaries and Blacktongue assassins. Head for the Blacktongues first. They are easy to spot: their protective magic glows brightly on the otherwise dark beach. Kill them quickly before they can summon too many Tartarus warriors to support them.

When the nearby Blacktongues are dead, turn your attention to the Ionians, then continue up the beach when the coast is clear.

Another group of Ionians and Blacktongues is just ahead. Again, target the Blacktongues first and then deal with the mercenaries.



The beach is guarded by two groups of Blacktongue assassins and Ionian mercenaries.



When the coast is clear, literally, go up the road toward the village. Another group of Ionian mercenaries meets you on the path as you proceed. Kill them and head for the gate to the village.



A small group of Ionian mercenaries attacks as you move up the road toward the village.

Near the village gate, you encounter Sinon, who has managed to survive by hiding in the shadows. (If you chose Iolcus when the Oracle offered you more information during your first encounter with her, you'll remember she mentioned a "boy hiding at the edges of the village.") Speak to Sinon. He tells you that Pelias is responsible for the carnage; he brought in the Ionians and the Blacktongues. You may ask Sinon for specifics. None of these dialogue options involve god-aligned responses.



Sinon tells you that your uncle Pelias is responsible for the Blacktongue presence on Iolcus.

Leave Sinon and move through the gate into the village. The village is in ruins. The houses are boarded up and the people are gone. You see a group of Blacktongue assassins performing a ritual just ahead. Quickly move in and attack. They summon numerous Tartarus warriors, but try to attack the Blacktongues first. They go down quickly when you get in close, and you

don't want their exploding wards hurting you and your Argonauts while you're fighting the warriors they've summoned.



The ruined village has been turned into a Blacktongue encampment.



Your final battle in the village takes place near the former home of Pandora.

Run up the road toward the former site of Pandora's hut. Again, you encounter a group of Blacktongues. Kill them and the warriors they summon, then travel up the road to the Palace.

The Palace

As you approach the Palace, you are greeted by the Argonauts you left behind. Pan and Atalanta join together at this point to fend off the Blacktongues that attempt to approach the Palace. This leaves you with Achilles and Hercules at your side. They are the best choices for the next section, which takes place within the confines of the Palace and thus is better suited for the melee-oriented Argonauts.



When you reach the Palace, Pan and Atalanta stay behind to keep the approaching Blacktongues at bay.

Inside the Palace, you are immediately attacked by a group of Tartarus warriors. Move through them quickly, fighting if you must. Your first targets, though, are the shades located on the triangular wards. There are two of these, and you cannot see the shades until you get very close. The shades are summoning the Tartarus fiends, and they will continue summoning more and more enemies until they are killed.



Kill the two shades in the Royal Court to stop them summoning Tartarus fiends to the area.

Head through the open door into the statuary courtyard. Again, you face shades and Tartarus warriors, but the shades are now summoning minotaur fiends in addition to the warriors. There are three shades in all: one when you first enter the room, and one in each of the back corners. Kill them all and then attack the summoned fiends.

When the Royal Court is cleared, move through the doors onto the elevated walkway. More Tartarus warriors and shades await. Again, target the shades first. There is one at the far end of the walkway, so you should move down and kill him before attacking the warriors.



Shades and Tartarus warriors await you on the walkway.

As you enter the next room, you see an altar at the far end. The room is filled with gas, and your allies are knocked out. The magical properties of the Fleece manage to keep you standing. You're on your own here, facing both warriors and minotaurs being summoned by the four shades in the room. Quickly make your way to the shades and kill them: There are two near the entrance and two back near the altar. Then eliminate the fiends in the room. Approach the altar and attack it to destroy it.



As you move farther into the Palace, the enemies you battle get tougher.



As you enter the altar room, your allies are rendered unconscious by a poison gas.

The garden and the stairs are blocked, so you must fight your way through to the other stairwell. Again, your opposition consists of shades and fiends. Kill the shades first, then kill any fiends they have summoned. Ascend the stairs and continue fighting your way across the upper walkway. Head down the stairs on the opposite side to reach the courtyard.

The courtyard is filled with an elaborate ritual that Pelias is using to summon fiends from Tartarus. As soon as you enter, Tartarus Minotaurs will begin spawning from a shaft of light in the center of the room. Concentrate on quickly killing off the four shades that 'anchor' the ritual to destroy it. Once it ends, you can take your time finishing off the remaining fiends.



Kill the shades and the fiends, then destroy the altar.



Fight your way up the stairs and across the upper walkway to reach the courtyard.



Kill the four shades to remove the magical barrier in the courtyard.

When the courtyard is cleared, Hercules and Achilles stay behind. Before you can reach the Mausoleum, however, you are confronted by Skiav, Argos' assassin and the Blacktongue agent who has aided Pelias since the beginning. Your confrontation with Skiav is primarily conversation. Skiav taunts you, and each time you try to attack, he vanishes. As you speak to him, you are given the option to please Ares or Apollo. Skiav then attacks you from behind, and you can respond by pleasing Hermes or Athena. Finally, you are given a choice of where to attack. Choose "Behind Me" to stab Skiav.



Stab behind you to hit Skiav.

As he dies, Skiav claims that the marks on his skin are a sign of his devotion to Hecate, and you can respond to please any of the four gods. Finally, Skiav claims he is the chosen of Hecate, and your response can align with Hermes or Athena. Finally, you can choose to kill him or leave him. There is no Deed associated with your encounter, so either choice leads to the same result.

Final Boss: Pelias

When your encounter with Skiav ends, either through your leaving him to his sorrow or finishing him off, you enter the Mausoleum.

Alceme's body is thankfully undisturbed, but Pelias is waiting for you. The fight with Pelias can be tricky, as you must time your attacks well and, at first, you can only hit him with ranged attacks.



Pelias confronts you in the Mausoleum.

Pelias rises up into the air and attacks, surrounding himself with a protective barrier. The first thing you must do is dodge the glowing skulls that appear around the Mausoleum. They are easy to avoid as long as you keep dodging when they get close. Move to a reasonably safe area. Pelias attacks by shooting a beam of energy at you. As soon as the beam dissipates, his protective barrier momentarily vanishes. Quickly hit him with a thrown spear. You can also hit him using Hermes' Wind Strike Power, or Athena's Storm Spear Power. When hit, Pelias momentarily falls to the ground, but quickly gets up and resumes his airborne position.



Continue hitting Pelias when he is vulnerable until he switches to his second attack. This attack is more deadly, and a bit harder to



Pelias attacks you with a beam of energy. When the beam dissipates, he is momentarily vulnerable.

After he hits the ground, he stays there. He once again sets up his protective barrier, and surrounds himself with magical wards. Dodge the missiles he sends your way, move through the wards, and attack him until he falls (he is essentially a stronger Blacktongue assassin during the final round). After Pelias is defeated, he begs for mercy. You can respond to please any of the four gods. How you respond determines which weapon you use to kill Pelias. Choose Ares for the mace, Hermes for the sword, Athena for the spear, or Apollo for the shield.



When Pelias is on the ground, quickly move in and finish him off.

counter. It consists of numerous magical missiles quickly flying toward you. The only way to avoid them is to use your Block ability. But, you should not just block the missiles. Instead, perform a Shield Bash as they get close. This sends the missiles flying back at Pelias. He may move before they hit him, but if they do connect, he is badly hurt and falls to the ground.



Use a Shield Bash to send Pelias' missiles flying back at him.



He begs for mercy, and your response determines which weapon you kill him with.

With Pelias' death, Jason is able to use the power of the Golden Fleece to bring Alceme back to life. Jason and Alceme are able to complete the wedding ceremony, which is attended by many honored guests.





DEEDS & CONSTELLATIONS



Deeds

Deeds are the backbone of your growth as a warrior. They are awarded for completing quests, performing combat feats, and for pleasing your patron gods in various ways. Then, in turn, they are dedicated to your patron gods so you may gain Aspect points to purchase new skills and powers.

Deeds are primarily gained in two ways: through combat, and through completing tasks during your adventures. There are some extraneous Deeds as well. This chapter covers each and every Deed available in the game.

Story-Based Deeds

This section covers the Deeds that are accomplished as you make your way through the various locations in *Rise of the Argonauts*.

Iolcus

Adventurous

Required: No
Favor: 600 (to Ares only)
Constellation: Deimos
Description: Completed Ares' challenge.
Awarded: After defeating all the enemies in Ares' Cavern on Iolcus.

Argonaut

Required: Yes
Favor: 145
Constellation: Argo Navis
Description: Set sail from Iolcus in the *Argo*.
Awarded: When you leave Iolcus and set sail for Delphi aboard the *Argo*.

Avenger

Required: Yes
Favor: 145
Constellation: Cepheus
Description: Drove the Ionians from your Palace.
Awarded: After killing all the Ionian mercenaries in your Palace during the opening battle.

Benevolent Monarch

Required: No
Favor: 120
Constellation: Ara
Description: Honored those injured or killed in the Ionian assault.
Awarded: For completing the three message tasks given to you by Elpis, Photios, and Pathras.

Duelist

Required: Yes
Favor: 145
Constellation: Cepheus
Description: Defeated Xeno of Thessaloniki in a duel of honor.
Awarded: For beating Xeno and his henchmen in the village outside the Palace.

Dutiful Commander

Required: No
Favor: 120
Constellation: Ara
Description: Promoted a Captain of the Guard to succeed Idas.
Awarded: After choosing Myron, Platon or Evarias to lead the guard after Idas tells you of his retirement.

Enlisted Argos

Required: Yes
Favor: 120
Constellation: Argo Navis
Description: Welcomed Argos, master shipwright, into your crew.
Awarded: After touring the *Argo* and asking Argos to captain the ship or just before setting sail.

Favored Hero

Required: Yes

Favor: 145

Constellation: Cepheus

Description: Received the blessings of your patron gods.

Awarded: After visiting the Mausoleum on Iolcus and speaking with the patron gods.

Historian of Iolcus

Required: No

Favor: 120

Constellation: Ara

Description: Found all of the Herms on Iolcus.

Awarded: After finding all eight Herms on Iolcus.

- On the path outside the Mausoleum
- Near the stairs leading from the Royal Court to the village
- Near Pandora's hut
- Near the fence in the village center
- Near the waterfall in the village
- Outside the entrance to the Crypt of Kings
- On the beach near the docks
- On the path to Ares' cavern

Honorable King

Required: Yes

Favor: 145

Constellation: Cepheus

Description: Appointed Pelias as your regent.

Awarded: After touring the *Argo*, return to the Palace and convince Pelias to rule the kingdom in your absence.

Honored Elpis

Required: No

Favor: 120

Constellation: Ara

Description: Consoled the parents of Elpis, a wounded servant.

Awarded: After delivering the message given to you by Elpis (near the statuary courtyard) to her parents (in the village).

Honored Thano

Required: No

Favor: 120

Constellation: Ara

Description: Told Agathe the final words of her husband Thano.

Awarded: After delivering the message given to you by Photios (in the Palace courtyard) to Agathe (near the docks).

Honored Timeaus

Required: No

Favor: 120

Constellation: Ara

Description: Offered Mnason his son Timeaus' ceremonial spear.

Awarded: After delivering the spear given to you by Pathras (in the Palace garden) to Timeaus' father Mnason (in a hut near the docks).

Instructive

Required: No

Favor: 120

Constellation: Ara

Description: Demonstrated the basics of combat to your guards.

Awarded: After completing the five combat rounds in the Palace training room.

Just Ruler

Required: No

Favor: 120

Constellation: Ara

Description: Heard the petitions of your subjects.

Awarded: For listening to your subjects' petitions in the Royal Court.

NOTE

The Just Ruler Deed does not require that you hear Agathe's petition, which does not occur until after your first visit to the docks.

Ravenslayer

Required: Yes
Favor: 205
Constellation: Corvus
Description: Slew Ephorus, Alceme's assassin.
Awarded: After killing the Blacktongue assassin in the attack on the Palace.

Recruited Hercules

Required: Yes
Favor: 205
Constellation: Argo Navis
Description: Reaffirmed your long friendship with Hercules.
Awarded: When Hercules asks to join your journey after you visit the Mausoleum and speak with the gods.

Reflective

Required: No
Favor: 120
Constellation: Ara
Description: Recalled the years you spent with Alceme.
Awarded: After visiting the five Alceme flashback locations in Iolcus.

- On the second-floor balcony that overlooks the Mausoleum
- The elevated walkway near the Royal Court entrance
- The fence near Pandora's hut
- The eastern edge of the beach, near Mnason's hut
- The pool in the statuary courtyard

Student of Divinity

Required: No
Favor: 120
Constellation: Ara
Description: Learned about your patron gods from their followers.
Awarded: After speaking with Lieutenant Platon about Ares, Pandora about Apollo, the poet Antiphon about Hermes, and the dockmaster Nestus about Athena.

Delphi

Determined

Required: Yes
Favor: 120
Constellation: Pygmalion
Description: Passed the trials in the Cave of Doubts.
Awarded: For confronting the visions of Lieutenant Platon, Hercules, and Alceme in the Cave of Doubts.

Historian of Delphi

Required: No
Favor: 100
Constellation: Pygmalion
Description: Found all of the Herms on Delphi.
Awarded: After reading the four Herms on Delphi.

- At the base of the path near the shore
- At the exit of the Cave of Doubts
- At the end of the path behind the Rotunda
- In the Tartarus portal chamber

Recruited Pan

Required: Yes
Favor: 205
Constellation: Argo Navis
Description: Accepted Pan's persuasive pact of partnership.
Awarded: When Pan joins your party after you've spoken with the Oracle.

Seeker of Truth

Required: Yes
Favor: 120
Constellation: Pygmalion
Description: Had an audience with the Oracle of Apollo at Delphi.
Awarded: After speaking with the Oracle in the rotunda on Delphi.

Mycenae

Enlisted Lycomedes

Required: Yes

Favor: 120

Constellation: Argo Navis

Description: Reclaimed your honor with King Lycomedes.

Awarded: After defeating the Ionian champion Docon in the Arena tournament.

Compassionate

Required: No

Favor: 80

Constellation: Helios

Description: Found Bolo an honest family.

Awarded: After introducing Bolo to Zosime and Pytheas.

Counselor

Required: No

Favor: 80

Constellation: Lupus

Description: Convince Sinon to return to Iolcus.

Awarded: For telling Sinon to return to Iolcus and take a position as a junior apprentice in the Iolcan Guard.

NOTE

Though the Counselor Deed is "optional," completing it is unavoidable if you return to the docks after your first tournament in the Arena.

Faithful Friend

Required: No

Favor: 120

Constellation: Lupus

Description: Protected Daedalus' secret from Damon, the agent of King Minos.

Awarded: After presenting a feather from Daedalus' wings to Damon, who is located near Ares' Watch.

Gladiator I

Required: Yes

Favor: 120

Constellation: Auriga

Description: Won the first of three tournament battles in the Arena.

Awarded: For defeating the satyrs and minotaur in the first Arena battle for Lycomedes' throne.

Gladiator II

Required: Yes

Favor: 120

Constellation: Auriga

Description: Won the second of three tournament battles in the Arena.

Awarded: For defeating the three minotaurs in the second contest of the succession tournament.

Gladiator III

Required: Yes

Favor: 120

Constellation: Auriga

Description: Won the final battle in the Tournament of Ares, defeating the Blacktongue Champion Docon.

Awarded: For winning the third and final contest of the succession tournament.

Heroic Patience

Required: No

Favor: 120

Constellation: Lupus

Description: Endured all of Bolo's songs.

Awarded: For listening to all of Bolo's songs. Requires that you keep listening to Bolo until he reaches his "big finish."

Historian of Mycenae

Required: No

Favor: 100

Constellation: Lupus

Description: Found all of the Herms on Mycenae.

Awarded: After reading the inscriptions on all five Herms in Mycenae.

- In the marketplace, near the park
- Near the Arena gladiators' entrance
- At Ares' Watch
- Near the Palace entrance
- In the Agora

Inquisitor

Required: Yes

Favor: 120

Constellation: Auriga

Description: Discovered a plot to assassinate Lycomedes.

Awarded: The traitorous Captain Ekekios tells you the plot after being killed by the Blacktongues.

Investigator

Required: Yes

Favor: 100

Constellation: Auriga

Description: Spoke with Khufu, "the Stork."

Awarded: Discover the identity of the Stork by beating Origen at his game, then speaking with Khufu.

Master Gambler

Required: Yes

Favor: 100

Constellation: Zephyrus

Description: Defeated Origen in a game of wits.

Awarded: After beating Origen at his game and learning the identity of the Stork.

Negotiator

Required: No

Favor: 120

Constellation: Lupus

Description: Resolved the merchants' quarrel.

Awarded: After speaking with Phorus and Hegistratus in the market, then speaking with Lysias of the merchants' guild near the Apollo statue in the park and rendering judgment in the dispute.

Protector

Required: No

Favor: 100

Constellation: Helios

Description: Protected the merchant Pytheas in the Arena.

Awarded: If Pytheas survives the first contest in your trial by combat in the Arena.

Ravensfoe

Required: Yes

Favor: 205

Constellation: Corvus

Description: Slew Docon, the Ionian Champion.

Awarded: After defeating Docon in the final tournament contest.

Recruited Achilles

Required: Yes

Favor: 205

Constellation: Argo Navis

Description: Forged an alliance with Achilles in the heat of battle.

Awarded: After defeating the Blacktongue champion Docon in the Arena tournament.

Steadfast

Required: Yes

Favor: 120

Constellation: Lupus

Description: Remained resolute in the face of King Lycomedes' wrath.

Awarded: After speaking with Lycomedes in the Mycenaean Palace.

Stern Counselor

Required: No

Favor: 100

Constellation: Lupus

Description: Challenged Achilles to aspire to greatness.

Awarded: For speaking to Achilles in the champion's chamber under the Arena after learning he is not entering the tournament for Lycomedes' throne.

Warrior I

Required: Yes

Favor: 100

Constellation: Auriga

Description: Won the first of three battles in your trial by combat.

Awarded: For winning the Arena battles against the Blacktongue mercenaries.

Warrior II

Required: Yes

Favor: 100

Constellation: Auriga

Description: Won the second of three battles in your trial by combat.

Awarded: For winning the "Macedonian Melee," defeating every opponent including Thankallos, the hand-taker.

Warrior III

Required: Yes

Favor: 140

Constellation: Auriga

Description: Survived the final battle in your trial by combat and declared innocent by King Lycomedes.

Awarded: After beating Achilles in the Arena.

Wielded Deimos

Required: Yes

Favor: 70

Constellation: Deimos

Description: Acquired Deimos, the Fist of Ares, from King Lycomedes.

Awarded: Before facing Docon, the Blacktongue champion, in the final tournament contest in the Arena.

Saria

Assassin's Eulogist

Required: Yes

Favor: 135

Constellation: Centaurus

Description: Performed Last Rites on Lysander.

Awarded: For speaking with Lysander's spirit in the cave, then performing last rites on his remains.

Caring

Required: No

Favor: 100

Constellation: Helios

Description: Found lethecaps for the healer Pantaleon.

Awarded: After finding lethecaps in the small jungle clearing, then returning to the village and speaking with Pantaleon.

Enlisted Lykas

Required: Yes

Favor: 120

Constellation: Argo Navis

Description: Earned the support of the Nisyros Aleph, Lykas.

Awarded: After speaking with Hermes on the beach on Saria.

Hep'naje's Hunter

Required: Yes

Favor: 275

Constellation: Sagittarius

Description: Tracked Hep'naje to her den and slew her.

Awarded: After finding Hep'naje's lair and killing her.

Hep'naje Survivor

Required: Yes

Favor: 135

Constellation: Sagittarius

Description: Survived Hep'naje's attack and drove her off.

Awarded: After defeating Hep'naje in the clearing during your first visit to the Sarian jungle.

Historian of Saria

Required: No

Favor: 135

Constellation: Centaurus

Description: Found all of the Herms on Saria.

Awarded: For reading the inscription on all six Herms on Saria.

- On the beach
- In the Bloody Plains, near the village wall
- Sacred Herm in the clearing
- Sacred Herm in the cave
- Near the ravine
- In the small clearing with Arktos' spirit and the lethecaps

NOTE

You must have Atalanta or Pan with you to translate all but the Sacred Herms.

Hunter's Eulogist

Required: No

Favor: 135

Constellation: Centaurus

Description: Performed Last Rites on Arktos.

Awarded: After killing Hep'naje in her lair, then performing last rites for Arktos.

NOTE

You must have found and spoken with Arktos' spirit.

Hunters' Pact

Required: Yes

Favor: 190

Constellation: Sagittarius

Description: Convinced Atalanta to be your guide to Saria.

Awarded: After speaking with Atalanta in the centaur village on Saria.

Master Eulogist

Required: No

Favor: 100

Constellation: Zephyrus

Description: Gave last rites to all the spirits on Saria.

Awarded: After performing last rites for Arktos, Callas, Lysander, and Pelagia.

Murderer's Eulogist

Required: No

Favor: 135

Constellation: Centaurus

Description: Performed Last Rites on Callas.

Awarded: After convincing Agrios to cut down Callas' corpse, then performing last rites.

Nisyrosian Linguist

Required: No

Favor: 160

Constellation: Centaurus

Description: Spoke with all of the Nisyros in the village.

Awarded: After speaking with all of the centaurs in the Nisyros' village.

- Agrios (in workshop)
- Bisa (in village near workshop)
- Brygus (on docks)
- Chrosus (in village near hanging corpse)
- Demeleon (on docks)
- Gelios (in village outside infirmary)
- Gorgidos (in village near Bisa)
- Khromis (guarding Lykas' hut)
- Nessus (in his hut near village gate)
- Pantaleon (in infirmary)
- Strachus (in infirmary)
- Guard (at Village Gate)

Oracle's Eulogist

Required: Yes

Favor: 135

Constellation: Centaurus

Description: Performed Last Rites on Pelagia.

Awarded: After speaking with Pelagia's spirit, then performing last rites on her remains near the village.

Pathfinder

Required: Yes

Favor: 160

Constellation: Sagittarius

Description: Restored the "bridge" to Hermes' shrine.

Awarded: After relighting both of the Sacred Herms, then approaching the chasm near Hermes' shrine.

Ravenhunter

Required: Yes
Favor: 205
Constellation: Corvus
Description: Slew Nessus, the traitorous Nisyrosian beastmaster.
Awarded: After killing Nessus.

Reclaimer

Required: Yes
Favor: 135
Constellation: Sagittarius
Description: Relit the Sacred Herm in the clearing.
Awarded: For relighting the first of two Sacred Herms.

Recovered Callas

Required: No
Favor: 160
Constellation: Centaurus
Description: Recovered Callas' corpse from Agrios.
Awarded: After convincing Agrios to allow you to perform last rites for Callas, the murderer.

NOTE

This Deed cannot be completed until you have spoken with Callas' spirit in the jungle.

Recruited Atalanta

Required: Yes
Favor: 205
Constellation: Argo Navis
Description: Invited Atalanta to fight at your side.
Awarded: After speaking with Hermes on the beach on Saria.

Restorer

Required: Yes
Favor: 135
Constellation: Sagittarius
Description: Relit the Sacred Herm in the cave.
Awarded: For relighting the second of two Sacred Herms.

Reuniter

Required: Yes
Favor: 190
Constellation: Sagittarius
Description: Reunited Atalanta with her fallen parents.
Awarded: After performing last rites for both Lysander and Pelagia.

Savior of Saria

Required: Yes
Favor: 190
Constellation: Sagittarius
Description: Restored peace to Saria and earned Hermes' gratitude.
Awarded: After killing Nessus, the Nisyros' beastmaster.

Scout's Eulogist

Required: Yes
Favor: 135
Constellation: Centaurus
Description: Performed Last Rites on Faleon.
Awarded: After finding Faleon's corpse in the jungle clearing and performing last rites.

Somber Messenger

Required: No
Favor: 160
Constellation: Centaurus
Description: Told Gelios of his son Faleon's death.
Awarded: For speaking with Gelios after finding Faleon's corpse and returning from the jungle.

Spiritwalker

Required: Yes
Favor: 110
Constellation: Sagittarius
Description: Granted the power to see spirits by Hermes.
Awarded: After eating the fruit hanging near Hermes' shrine.

Wielded Zephyrus

Required: Yes
Favor: 70
Constellation: Zephyrus
Description: Acquired Zephyrus, the Wind Shear, from Hermes himself.
Awarded: After defeating Nessus and speaking with Hermes on the Sarian beach.



Friend of Kythra

Required: No
Favor: 175
Constellation: Libra
Description: Aid all those who need help on Kythra.
Awarded: For completing all of the required rescue Deeds in Kythra, as well as rescuing General Errikos and Marinos, the mead maker.



Kythra

Arbiter of Mercy

Required: Yes
Favor: 250
Constellation: Virgo
Description: Saved Medusa from her vanity and corruption.
Awarded: After fighting Medusa and destroying her statue.



Arbiter of Justice

Required: Yes
Favor: 250
Constellation: Virgo
Description: Killed Medusa for her vanity and corruption.
Awarded: After fighting Medusa and killing her.



NOTE

The Arbiter of Mercy and Arbiter of Justice Deeds are mutually exclusive. You must, however, complete one of them.

Cautious Justice

Required: No
Favor: 145
Constellation: Libra
Description: Carefully sought the truth in the case of Comeas and Pyrrho.
Awarded: After speaking with Sporus, Comeas, Pyrrho, and Kirinos about the murder of Diodorus.



Historian of Kythra

Required: No
Favor: 145
Constellation: Libra
Description: Found all of the Herms on Kythra.
Awarded: Read the inscriptions on all seven Herms on Kythra.

- On the docks
- In the city center
- In the east swamps
- In the west swamps
- Inside the temple near the first group of Ionians
- Outside the Hall of Guardians
- Outside the Hall of Philosophers



Informed Judgment

Required: Yes
Favor: 145
Constellation: Libra
Description: Learned the history of Medusa's crimes.
Awarded: Watch all of the Medusa visions in Athena's Temple.



Judge of Truth

Required: Yes
Favor: 175
Constellation: Virgo
Description: Successfully argued against Phaedon.
Awarded: For successfully debating Phaedon in the Temple of Athena.



Judge of Virtue

Required: Yes

Favor: 250

Constellation: Virgo

Description: Gained entrance to the Temple of Athena.

Awarded: After relighting all five beacons on the Ring of Virtues.

Judge of Will

Required: Yes

Favor: 175

Constellation: Virgo

Description: Received Perseus' spear, and earned his support to confront his sister.

Awarded: For speaking with Perseus in the Temple of Athena.

Kythran Scholar

Required: No

Favor: 175

Constellation: Libra

Description: Learned the history of the Golden Fleece.

Awarded: After allowing Pan to narrate the story of the Fleece in the frieze room of Athena's Temple.

Master Orator

Required: No

Favor: 100

Constellation: Parthenos

Description: Flawlessly defeated Phaedon in the Golden Fleece debate.

Awarded: For giving only correct answers in the debate against Phaedon.

Seeker of Virtue

Required: Yes

Favor: 145

Constellation: Virgo

Description: Learned of Kythra's long-delayed judgment.

Awarded: After following Strixa to the Ring of Virtues and learning that you must relight the beacons on the ring to enter the Temple of Athena.

Seer of Courage

Required: Yes

Favor: 145

Constellation: Virgo

Description: Saved the brave Pathanos and the loggers he was protecting.

Awarded: After defeating the Ionian mercenaries near the logging camp between the docks and the city center.

Seer of Discipline

Required: Yes

Favor: 145

Constellation: Virgo

Description: Protected the magistrate's devoted daughter Iona from the brutal Ionians.

Awarded: For rescuing Iona in the east swamps, then speaking with her at Athena's Shrine in the city center.

Seer of Humility

Required: Yes

Favor: 145

Constellation: Virgo

Description: Restored the healer Kassia, who cured Demetria.

Awarded: For finding Kassia in the west swamps and restoring her from statue form.

Seer of Justice

Required: Yes

Favor: 145

Constellation: Virgo

Description: There are three possible outcomes:

- Cleared Comeas' name and had the thief Pyrrho executed.
- Freed both Comeas and Pyrrho from the pillory.
- Cleared Comeas' name and asked for a new trial for Pyrrho.

Awarded: For choosing one of the three possible judgments against the accused thieves in the city pillory.

Seer of Wisdom

Required: Yes
Favor: 145
Constellation: Virgo
Description: Reunited Kirinos with his uncle.
Awarded: After speaking with Kirinos in the city center, then speaking with his uncle Polemon on the docks.

Tartarus

Driven Husband

Required: Yes
Favor: 175
Constellation: Draco
Description: Reached the Temple of Hecate in the heart of Tartarus.
Awarded: Upon reaching Hecate's stronghold.

Gifted Tactician

Required: No
Favor: 175
Constellation: Draco
Description: Destroyed five birthing pods on Tartarus before enemies burst from them.
Awarded: Upon destroying five birthing pods.

Legendary Hero

Required: Yes
Favor: 355
Constellation: Argo Navis
Description: Claimed the Golden Fleece in the depths of Tartarus.
Awarded: After taking the Fleece from Hecate's stronghold.

Master Tactician

Required: No
Favor: 250
Constellation: Draco
Description: Destroyed 10 birthing pods on Tartarus before enemies burst from them.
Awarded: Upon destroying 10 birthing pods.

Purifier

Required: Yes
Favor: 120
Constellation: Draco
Description: Cleansed Tartarus of poison by destroying all of Epimetheus' parts.
Awarded: Upon destroying the sixth of Epimetheus' body parts.

Ravensfoe II

Required: Yes
Favor: 145
Constellation: Corvus
Description: Eradicated Docon in Tartarus.
Awarded: After encountering and defeating Docon in Tartarus.

Ravensbane II

Required: Yes
Favor: 145
Constellation: Corvus
Description: Eradicated Phaedon in Tartarus.
Awarded: For defeating Phaedon, the corruptor of Kythra, a second time.

Ravenhunter II

Required: Yes
Favor: 145
Constellation: Corvus
Description: Eradicated Nessus in Tartarus.
Awarded: For defeating Nessus, the traitorous centaur, in your encounter with him in Tartarus.

Raven's End

Required: Yes
Favor: 205
Constellation: Corvus
Description: Slew Isyphyrus, the Fleece's final guardian.
Awarded: After defeating the final Blacktongue guardian of the Fleece.

Released Epimetheus

Required: Yes

Favor: 175

Constellation: Draco

Description: Killed the Titan Epimetheus, freeing him from his torment.

Awarded: After meeting Epimetheus and granting his request that you kill him.

Released Prometheus

Required: Yes

Favor: 175

Constellation: Draco

Description: Killed the Titan Prometheus, freeing him from his torment.

Awarded: After meeting Prometheus and granting his request that you kill him.

Traveler of Worlds

Required: Yes

Favor: 245

Constellation: Pygmalion

Description: Opened the Gate of Despair, the portal to Tartarus on Delphi.

Awarded: After returning to Delphi with the three guides (Lykas, King Lycomedes, and Medusa or Perseus) and opening the portal to Tartarus.

Wayfinder

Required: Yes

Favor: 175

Constellation: Draco

Description: Broke through the membrane into the interior of Tartarus.

Awarded: After completing the tasks in the outer portion of Tartarus and making your way into the interior.

Aboard the *Argo*

Mourned Argos

Required: Yes

Favor: 170

Constellation: Argo Navis

Description: Gave last rites to Argos.

Awarded: After Argos' assassination when leaving Kythra.

Navigator

Required: Yes

Favor: 120

Constellation: Argo Navis

Description: Learned to control the *Argo*.

Awarded: The first time you use the navigational equipment on the *Argo*.

Wise Leadership

Required: No

Favor: 100

Constellation: Parthenos

Description: Built rapport with your Argonauts and crew.

Awarded: For having the following conversations with your crew:

- Initial dialogues with Pan, Achilles, and Atalanta after they join your crew.
- The final god stories of Pan, Lycomedes, Lykas, and Perseus or Medusa.
- The armor upgrade dialogue with Daedalus.
- The post-Saria Medea dialogue, in which she tells you there is a spy on board and attempts to reach the mind of Hecate.
- The conversation before releasing Medea upon your return to Delphi.

Iolcus (Return)

Epic Voyager

Required: Yes

Favor: 120

Constellation: Argo Navis

Description: Returned to Iolcus bearing the Golden Fleece.

Awarded: Upon returning to Iolcus after leaving Tartarus.

Combat Deeds

This section covers Deeds accomplished through prowess in combat. They can be accomplished in different places, depending on which order you visit the locations, and at different times, depending on which weapons and attacks you favor.

Kill Tally Deeds

Accomplished Slayer

Favor: 215

Constellation: Corona Borealis

Description: Slew one of every type of foe.

NOTE

Excludes all named enemies.

Bane of Hecate I

Favor: 100

Constellation: Corvus

Description: Killed one Blacktongue.

NOTE

The Bane of Hecate Deeds only include generic Blacktongue cultists, not named assassins.

Bane of Hecate II

Favor: 120

Constellation: Corvus

Description: Killed three Blacktongues.

Bane of Hecate III

Favor: 145

Constellation: Corvus

Description: Killed six Blacktongues.

Bane of Hecate IV

Favor: 170

Constellation: Corvus

Description: Killed nine Blacktongues.

Bane of Hecate V

Favor: 205

Constellation: Corvus

Description: Killed 12 Blacktongues.

Beastslayer I

Favor: 80

Constellation: Eridanus

Description: Killed 15 beasts.

NOTE

Beasts include satyrs and minotaurs (excluding Tartarus minotaurs).

Beastslayer II

Favor: 95

Constellation: Eridanus

Description: Killed 40 beasts.

Condemner I

Favor: 80

Constellation: Eridanus

Description: Killed one Tartarus Fiend.

NOTE

Tartarus fiends include Tartarus warriors and Tartarus minotaurs. To be counted for this Deed, the creature must be permanently killed.

Condemner II

Favor: 95

Constellation: Eridanus

Description: Killed three Tartarus fiends.

Condemner III

Favor: 115

Constellation: Eridanus

Description: Killed 20 Tartarus fiends.

Condemner IV

Favor: 135

Constellation: Eridanus

Description: Killed 50 Tartarus fiends.

Condemner V

Favor: 165

Constellation: Eridanus

Description: Killed 100 Tartarus fiends.

Executioner

Favor: 140

Constellation: Ursa Major

Description: Executed 100 enemies.

Executioner I

Favor: 80

Constellation: Eridanus

Description: Killed 10 corrupt Ionians.

NOTE

Corrupt Ionians are only found in Kythra.

Executioner II

Favor: 95

Constellation: Eridanus

Description: Killed 35 corrupt Ionians.

Manslayer I

Favor: 80

Constellation: Aquarius

Description: Killed five soldiers.

NOTE

Soldiers include generic Ionian mercenaries, human Arena combatants (gladiators and criminals), and the lava warriors in Ares' cavern. Does not include any named characters or Blacktongue assassins.

Manslayer II

Favor: 95

Constellation: Aquarius

Description: Killed 15 soldiers.

Manslayer III

Favor: 115

Constellation: Aquarius

Description: Killed 25 soldiers.

Manslayer IV

Favor: 135

Constellation: Aquarius

Description: Killed 35 soldiers.

Manslayer V

Favor: 165

Constellation: Aquarius

Description: Killed 45 soldiers.

Manslayer VI

Favor: 195

Constellation: Aquarius

Description: Killed 55 soldiers.

Manslayer VII

Favor: 235

Constellation: Aquarius

Description: Killed 70 soldiers.

Manslayer VIII

Favor: 285

Constellation: Aquarius

Description: Killed 85 soldiers.

Master Beastslayer

Favor: 115

Constellation: Eridanus

Description: Killed 60 beasts.

Master Condemner

Favor: 195

Constellation: Eridanus

Description: Killed 125 Tartarus fiends.

Master Executioner

Favor: 115

Constellation: Eridanus

Description: Killed 50 corrupt Ionians.

Master Slayer

Favor: 340

Constellation: Aquarius

Description: Killed 100 soldiers.

Slayer

Favor: 100

Constellation: Leo

Description: Executed 35 enemies.

Veteran

Favor: 140

Constellation: Ursa Major

Description: Killed 250 enemies.

Weapon and Shield Mastery Deeds

Blademaster

Favor: 100

Constellation: Zephyrus

Description: Killed 50 enemies with the sword.

Divine Agility

Favor: 140

Constellation: Zephyrus

Description: Lacerate 35 enemies with sword attacks.

NOTE

Requires that you have obtained the Hermes' Aspect Crippling Wounds.

Divine Precision

Favor: 140

Constellation: Parthenos

Description: Critically struck 35 enemies with the spear.

NOTE

Requires Athena's Conviction Aspect.

Divine Strength

Favor: 140

Constellation: Deimos

Description: Stun 35 enemies with mace attacks.

NOTE

The Divine Strength Deed requires that you have learned the Ares Aspect Skull Cracker, or have the Fulcrum of Justice equipped.

Impaler

Favor: 100

Constellation: Leo

Description: Killed 10 enemies with spear throws.

Macemaster

Favor: 100

Constellation: Deimos

Description: Killed 50 enemies with the mace.

Peltast

Favor: 140

Constellation: Ursa Major

Description: Killed 25 enemies with spear throws.

Shieldmaster

Favor: 140

Constellation: Helios

Description: Performed 30 successful Bash follow-up attacks.

Spearmaster

Favor: 100

Constellation: Parthenos

Description: Killed 50 enemies with the spear.

Weaponmaster

Favor: 100
Constellation: Leo
Description: Kill 25 enemies with each weapon.

Other Combat Deeds

Acolyte

Favor: 100
Constellation: Leo
Description: Used 10 God Powers.

Assailant

Favor: 100
Constellation: Leo
Description: Killed 15 enemies with Dash Attacks.

Berzerker

Favor: 140
Constellation: Ursa Major
Description: Killed 35 enemies with Dash Attacks.

Inspirational

Favor: 100
Constellation: Leo
Description: Revived incapacitated Argonauts five times.

Merciless

Favor: 100
Constellation: Leo
Description: Killed 15 enemies with prone attacks.

Overpowering

Favor: 100
Constellation: Leo
Description: Knocked down 30 enemies.

Shatterer

Favor: 100
Constellation: Leo
Description: Destroyed 30 shields.

Stalwart

Favor: 140
Constellation: Ursa Major
Description: Knocked down 60 enemies.

Survivor

Favor: 140
Constellation: Ursa Major
Description: Revived incapacitated Argonauts 10 times.

Unyielding

Favor: 140
Constellation: Ursa Major
Description: Slew 30 enemies with prone attacks.

Zealous

Favor: 140
Constellation: Ursa Major
Description: Used 25 God Powers.

God-Specific Deeds

These Deeds are accomplished by pleasing your patron gods in various ways, either by purchasing their Aspects or by aligning yourself with them through conversation.

Apollo

Words of Compassion

Favor: 70
Constellation: Helios
Description: Made five Apollo-aligned dialogue choices.

Voice of Compassion

Favor: 100
Constellation: Helios
Description: Made 50 Apollo-aligned dialogue choices.

Speaker of Compassion

Favor: 100

Constellation: Helios

Description: Made 75 Apollo-aligned dialogue choices.

NOTE

Only Apollo has the Speaker Deed available.

Warden of Apollo

Favor: 105

Constellation: Corona Borealis

Description: Completed the constellation Helios (including all optional stars).

Defender of Apollo

Favor: 140

Constellation: Helios

Description: Reached the final tier of Apollo's Favor.

NOTE

Reaching the Final Tier of a god's Favor requires that you purchase 17 Aspects with that god.

Avatar of Compassion

Favor: 245

Constellation: Helios

Description: Acquired all 25 of Apollo's Aspects.

Ares

Words of Courage

Favor: 70

Constellation: Deimos

Description: Made five Ares-aligned dialogue choices.

Voice of Courage

Favor: 100

Constellation: Deimos

Description: Made 50 Ares-aligned dialogue choices.

Warden of Ares

Favor: 105

Constellation: Corona Borealis

Description: Completed the constellation Deimos (including all optional stars).

General of Ares

Favor: 140

Constellation: Deimos

Description: Reach the final tier of Ares's Favor.

Avatar of Courage

Favor: 245

Constellation: Deimos

Description: Acquired all 25 of Ares' Aspects.

Athena

Words of Wisdom

Favor: 70

Constellation: Parthenos

Description: Made five Athena-aligned dialogue choices.

Voice of Wisdom

Favor: 100

Constellation: Parthenos

Description: Made 50 Athena-aligned dialogue choices.

Warden of Athena

Favor: 105

Constellation: Corona Borealis

Description: Completed the constellation Parthenos (including all optional stars).

Justiciar of Athena

Favor: 140

Constellation: Parthenos

Description: Reached the final tier of Athena's wisdom.

Avatar of Wisdom

Favor: 245

Constellation: Parthenos

Description: Acquired all 25 of Athena's Aspects.



Hermes

Words of Cunning

Favor: 70

Constellation: Zephyrus

Description: Made five Hermes-aligned dialogue choices.



Voice of Cunning

Favor: 100

Constellation: Zephyrus

Description: Made 50 Hermes-aligned dialogue choices.



Warden of Hermes

Favor: 105

Constellation: Corona Borealis

Description: Completed the constellation Zephyrus (including all optional stars).



Seeker of Hermes

Favor: 140

Constellation: Zephyrus

Description: Reached the final tier of Hermes' Favor.



Avatar of Cunning

Favor: 245

Constellation: Zephyrus

Description: Acquired all 25 of Hermes' Aspects.



TIP

So what happens if you max out your Favor with a god? Well, you can't dedicate any more Deeds to them, but you can still select their choices in dialogues. For every 600 points of Favor you collect in this way, you'll get a special 'Champion' Deed you can dedicate to a different god. Champion Deeds can't be earned in any other way, and they don't have any special properties. They just exist so the Favor you earn isn't wasted.

Mastery Deeds

These Deeds are accomplished by thoroughly exploring every location and completing the majority of Deeds available.

Divine Avatar

Favor: 150

Constellation: Corona Borealis

Description: Acquired all of one god's Aspects.



Epic Hero

Favor: 370

Constellation: Corona Borealis

Description: Complete every constellation. Does not require optional stars.



Master Historian

Favor: 215

Constellation: Corona Borealis

Description: Read every Herm.



Supreme Collector

Favor: 215

Constellation: Corona Borealis

Description: Collected every piece of equipment.



Warden of Olympus

Favor: 255

Constellation: Corona Borealis

Description: Complete all four weapon constellations (Deimos, Helios, Parthenos, and Zephyrus). Does not require optional stars.



Zealous Pilgrim

Favor: 215

Constellation: Corona Borealis

Description: Visited every shrine.



Constellation Completion Deeds

These Deeds are accomplished by completing all of, or most of, the stars associated with a particular constellation. These Deeds do not apply to other constellations.

Ara, Conduit of the Gods

Favor: 105

Required Deeds

- Honored Thano
- Honored Elpis
- Honored Timeaus
- Benevolent Monarch
- Dutiful Commander
- Just Ruler
- Reflective
- Instructive



- Student of Divinity
- Historian of Iolcus

Aquarius, the Peerless Warrior

Favor: 105

Required Deeds

- Manslayer I
- Manslayer II
- Manslayer III
- Manslayer IV
- Manslayer V
- Manslayer VI
- Manslayer VII



- Manslayer VIII
- Master Slayer

Argo Navis, the Argo

Favor: 105

Required Deeds

- Recruited Hercules
- Recruited Pan
- Recruited Achilles
- Recruited Atalanta
- Enlisted Argos
- Enlisted Medea
- Enlisted Daedalus
- Enlisted Lycomedes
- Enlisted Lykas
- Enlisted Medusa
- Enlisted Perseus



- Argonaut
- Mourned Argos
- Navigator
- Legendary Hero
- Epic Voyager

NOTE

The Enlisted Medusa and Enlisted Perseus Deeds are mutually exclusive. Only one is required to finish Argo Navis.

Auriga, the Will of Ares

Favor: 105

Required Deeds

- Warrior I
- Warrior II
- Warrior III
- Investigator
- Inquisitor
- Gladiator I
- Gladiator II
- Gladiator III



- Champion of Mycenae

Cepheus, the Exalted King

Favor: 105

Required Deeds

- Avenger
- Duelist
- Honorable King
- Favored Hero



Corona Borealis, Crown of Mastery

Favor: 105

Required Deeds

- Accomplished Slayer
- Supreme Collector
- Zealous Pilgrim
- Master Historian
- Divine Avatar
- Warden of Olympus
- Epic Hero



Optional Deeds

- Warden of Ares

- Warden of Hermes
- Warden of Apollo
- Warden of Athena

Centaurus, the Honored Aleph

Favor: 105

Required Deeds

- Nisyrosian Linguist
- Recovered Callas
- Somber Messenger
- Scout's Eulogist
- Hunter's Eulogist
- Murderer's Eulogist
- Assassin's Eulogist



- Oracle's Eulogist
- Historian of Saria

Draco, the Condemned Dragon

Favor: 105

Required Deeds

- Wayfinder
- Driven Husband
- Released Epimetheus
- Released Prometheus
- Purifier



Optional Deeds

- Gifted Tactician
- Master Tactician

Corvus, the Eyes of Hecate

Favor: 105

Required Deeds

- Ravenslayer
- Ravensfoe
- Ravensfoe II
- Ravensbane
- Ravensbane II
- Ravenhunter
- Raven's End
- Bane of Hecate I
- Bane of Hecate II
- Bane of Hecate III



- Bane of Hecate IV
- Bane of Hecate V

Optional Deeds

- Ravenhunter II

Eridanus, the River Styx

Favor: 105

Required Deeds

- Condemner I
- Condemner II
- Condemner III
- Condemner IV
- Condemner V
- Master Condemner
- Beastslayer I
- Beastslayer II
- Master Beastslayer



- Executioner I
- Executioner II
- Master Executioner

Deimos, the Fist of Ares

Favor: 105

Required Deeds

- Words of Courage
- Adventurous
- Military Historian
- Wielded Deimos

Optional Deeds

- Voice of Courage
- General of Ares
- Avatar of Courage
- Macemaster
- Divine Strength



Helios, the Searing Brilliance

Favor: 105

Required Deeds

- Words of Compassion
- Caring
- Compassionate
- Protector

Optional Deeds

- Voice of Compassion
- Speaker of Compassion
- Defender of Apollo
- Avatar of Compassion
- Shieldmaster



Libra, the Scales of Justice

Favor: 105

Required Deeds

- Friend of Kythra
- Kythran Redeemer
- Kythran Scholar
- Cautious Justice
- Informed Judgment
- Historian of Kythra



Leo, the Savage Lion

Favor: 105

Required Deeds

- Merciless
- Assailant
- Inspirational
- Impaler
- Shatterer
- Slayer
- Acolyte
- Overpowering



- Weaponmaster

Lupus, the Ferocious Wolf

Favor: 105

Required Deeds

- Steadfast
- Counselor
- Negotiator
- Faithful Friend
- Stern Counselor
- Historian of Mycenae



Optional Deeds

- Heroic Patience

Parthenos, the Spear of Virtue

Favor: 105

Required Deeds

- Words of Wisdom
- Master Orator
- Wise Leadership
- Wielded Parthenos

Optional Deeds

- Voice of Wisdom
- Justiciar of Athena
- Avatar of Wisdom
- Spearmaster
- Divine Precision



Pygmalion, the Voice of Apollo

Favor: 105

Required Deeds

- Determined
- Seeker of Truth
- Traveler of Worlds
- Historian of Delphi



Sagittarius, the Vision of Hermes

Favor: 105

Required Deeds

- Hunters' Pact
- Hep'naje Survivor
- Reclaimer
- Restorer
- Pathfinder
- Spiritwalker
- Reuniter



- Hep'naje's Hunter
- Savior of Saria

Zephyrus, the Wind Shear

Favor: 105

Required Deeds

- Words of Cunning
- Master Eulogist
- Master Gambler
- Wielded Zephyrus

Optional Deeds

- Voice of Cunning
- Seeker of Hermes
- Avatar of Cunning
- Blademaster
- Divine Agility



Ursa Major, the Great Bear

Favor: 105

Required Deeds

- Unyielding
- Berzerker
- Survivor
- Peltast
- Sunderer
- Executioner
- Zealous
- Stalwart



- Veteran

Virgo, the Wisdom of Athena

Favor: 105

Required Deeds

- Seeker of Virtue
- Seer of Wisdom
- Seer of Humility
- Seer of Courage
- Seer of Discipline
- Seer of Justice
- Judge of Virtue
- Judge of Truth



- Judge of Will
- Arbiter of Mercy
- Arbiter of Justice

NOTE

Arbiter of Mercy and Arbiter of Justice are mutually exclusive. Only one is required to complete Virgo.





CONVERSATIONS



Like Deeds, conversations can help you gain Favor with your patron gods. Conversations typically give you less Favor than dedicating Deeds to gods does, but the cumulative effect of aligning your attitude with a god's can give you several Aspect points (as well as Deeds that result from choosing a certain number of dialogue options for a single god). Conversations that take place at major story points grant you much more Favor than casual conversations, and whom you align yourself with at key moments in the story can provide you with more Favor than some of the less important Deeds. In most cases, the choices you make don't have an impact on the course of the game; instead they simply gain you Favor with whichever god you choose.

Ethos of the Gods

ARES



Ares-aligned dialogue choices are always in the top left corner of the dialogue tree. As befitting the God of War, choosing an Ares response typically means acting in a bold, or even confrontational, manner.

APOLLO



Apollo-aligned responses are always in the bottom left corner of the dialogue tree. Apollo responses tend to be caring and empathetic.

HERMES



Aligning yourself with Hermes during conversations typically means being mischievous and sly. Hermes-aligned dialogue choices are always in the upper right corner of the dialogue tree.

ATHENA



Athena-aligned responses are found in the lower right corner of the dialogue tree. Athena choices are typically even-handed, and seek truth or justice above anything else.

Ioleus Conversations

Who	Conversation	Location	Gods	Required	Favor
Agathe	End of Honored Thano Deed	Docks	Apollo, Athena	No	50
Agathe	Sinon has left for Mycenae	Royal Court	Ares, Apollo, Hermes, Athena	No	50
Alceme	Remembering the night before your wedding	Training room balcony	Apollo, Hermes	No	70
Alceme	Remembering your proposal to Alceme	Elevated walkway	Ares, Apollo, Hermes, Athena	No	70
Antiphon	Asks for help with poem	Upstairs walkway	Ares, Hermes	No	40
Antiphon	Asks for Alceme's defining quality	Upstairs walkway	Ares, Apollo, Hermes, Athena	No	60
Antiphon	Ask him about Hermes	Upstairs walkway	Ares, Apollo, Hermes, Athena	No	40
Elpis	Start of Honored Elpis Deed	Small courtyard	Hermes, Athena	No	40
Elpis' parents	Asking for news of their daughter	Village	Apollo, Athena	No	40
Elpis' parents	Asking how Elpis is	Village	Hermes, Athena	No	40
Evarias, Myron, or Platon	Conversation after appointing a successor to Idas	Training room	Ares, Apollo, Hermes, Athena	No	50

Who	Conversation	Location	Gods	Required	Favor
Hercules	Hercules offers to join crew	Outside Mausoleum	Apollo, Hermes	Yes	100
Mecistus	Petition (all three parts)	Royal Court	Ares, Apollo, Athena	No	60 (each answer)
Medea	First meeting	Crypt of Kings	Ares, Apollo, Hermes, Athena	Yes	40
Medea	Ask her to join your crew	Crypt of Kings	Apollo, Hermes	Yes	60
Medea	Says she is not safe to be near	Crypt of Kings	Ares, Hermes	Yes	60
Mnason	End of Honored Timeaus Deed	Docks	Ares, Apollo	No	40
Mnason	Offers the spear	Docks	Apollo, Hermes	No	40
Myron	Expresses regret about attacks	Training room	Apollo, Athena	No	40
Nestus the dockmaster	Ask about Athena	Docks	Ares, Apollo, Hermes, Athena	No	40
Noblemen	They ask if Mycenae will seek revenge	Courtyard	Apollo, Athena	No	40
Noblewoman	Asks about Iolcan Guard (can answer four times)	Outside Mausoleum	Ares, Apollo, Hermes, Athena	No	80 (each answer)
Pandora	Ask her about Apollo	Pandora's hut	Ares, Apollo, Hermes, Athena	No	40
Pathras	Start of Honored Timeaus Deed	Garden	Ares, Apollo	No	40
Pelias	First meeting with Pelias	Courtyard	Ares, Apollo, Hermes, Athena	Yes	120
Pelias	First meeting with Pelias, continued	Courtyard	Ares, Athena	Yes	100
Pelias	Naming him as your regent	Royal Court	Ares, Apollo, Hermes, Athena	Yes	50
Petitioner	To whom should the black sheep be sacrificed?	Royal Court	Ares, Apollo, Hermes, Athena	No	60
Petitioner	Should the dead Ionians be given last rites?	Royal Court	Ares, Apollo, Hermes	No	60
Petitioner	What to do with the Ionian prisoners?	Royal Court	Ares, Apollo, Hermes, Athena	No	60
Photios	Start of Honored Thano Deed	Courtyard	Ares, Athena	No	40
Photios	After completing Honored Thano Deed	Courtyard	Ares, Apollo	No	40
Platon	Ask about Ares	Training room	Ares, Apollo, Hermes, Athena	No	40
Sinon	Asks to join guard	Palace road	Hermes, Athena	Yes	50
Xeno	First meeting	Village	Ares, Apollo, Hermes, Athena	Yes	40
Xeno	Lists his demands	Village	Ares, Apollo, Hermes, Athena	Yes	50
Xeno	Challenges Jason to a duel	Village	Ares, Apollo, Hermes, Athena	Yes	50
Xeno	Decision to kill him or let him live	Village	Ares, Athena	Yes	120
Xeno	Decision to make him leave the mace	Village	Apollo, Hermes	Yes	40

Delphi Conversations

Who	Conversation	Location	Gods	Required	Favor
Alceme	Confrontation with Alceme	Cave of Doubts	Ares, Apollo, Hermes, Athena	Yes	120
Hercules	Confrontation with Hercules	Cave of Doubts	Ares, Apollo, Hermes, Athena	Yes	120
Oracle	Do you know what you seek?	Rotunda	Ares, Apollo, Hermes, Athena	Yes	50
Oracle	Ask about one destination	Rotunda	Ares, Apollo, Hermes, Athena	Yes	35
Oracle	Ask about guides of divine blood	Rotunda	Apollo, Athena	Yes	70
Oracle	Says the portal requires a gift of blood	Tartarus portal	Apollo, Athena	Yes	50
Oracle	Says that if you die in Tartarus, you cannot return	Tartarus portal	Ares, Apollo, Hermes, Athena	Yes	50
Pan	Congratulates you for completing Cave of Doubts	Outside Cave of Doubts	Apollo, Hermes	Yes	50
Platon	Confrontation with Platon	Cave of Doubts	Ares, Apollo, Hermes, Athena	Yes	120

Mycenae Conversations

Who	Conversation	Location	Gods	Required	Favor
Achilles	Asks to join crew	Arena	Ares, Hermes	Yes	45
Achilles	Says he will not fight in tournament	Arena	Hermes, Athena	Yes	40
Achilles	Says he does not want the throne	Arena	Ares, Athena	Yes	45
Achilles	Says he will be remembered as the greatest fighter ever	Arena	Ares, Apollo, Hermes, Athena	Yes	45
Achilles	What does he stand to gain by entering the tournament?	Arena	Ares, Apollo, Hermes, Athena	No	45
Achilles	Joins you in the final Arena battle	Arena	Ares, Athena	Yes	40
Anaxagoras	Discussion about tournament for the throne	Agora	Apollo, Hermes	Yes	40
Anaxagoras	Ask about investigating the Black-tongues	Agora	Ares, Athena	Yes	40
Anaxagoras	Tells you that he is in charge	Agora	Apollo, Hermes	No	45
Asclepius	Introduces himself as the Arena physician	Arena	Ares, Apollo	No	40
Asclepius	Says that it's rumored you'll fight Achilles	Arena	Ares, Apollo	No	40
Asclepius	Tells you that you're keeping him busy	Arena	Ares, Apollo	No	40
Bolo	Tell him to leave the Stork	Arena	Ares, Apollo	Yes	40
Bolo	Asks to pick your pocket	Slums	Apollo, Hermes	No	40
Captain Ekekios	Ask him for help	Ares' Watch	Apollo, Athena	Yes	40
Daedalus	First meeting	Arena	Apollo, Hermes	Yes	35

Who	Conversation	Location	Gods	Required	Favor
Daedalus	Ask about your weapons	Arena	Ares	No	35
Daedalus	Ask him about his skill	Arena	Apollo	No	35
Daedalus	Ask him about Patroclus	Arena	Hermes	No	35
Daedalus	Ask about trial structure	Arena	Athena	No	35
Daedalus	Ask him who you're fighting in the second battle	Arena	Ares	No	35
Daedalus	Ask him about your weapon for the second battle	Arena	Athena	No	35
Daedalus	Ask him about the wings	Arena	Hermes	No	40
Daedalus	Ask him who you are fighting in the third battle	Arena	Ares	No	35
Daedalus	Ask him about your weapon for the third battle	Arena	Athena, Hermes	No	35
Daedalus	Ask him about the wings a second time	Arena	Hermes	No	35
Daedalus	Says Achilles has never been defeated	Arena	Ares	No	35
Daedalus	Ask about Achilles' weaknesses	Arena	Athena	No	35
Daedalus	Ask him about the wings a third time	Arena	Hermes	No	35
Daedalus	Reaction to the story about Icarus	Arena	Apollo, Hermes	No	45
Daedalus	Asks you about bounty hunter	Arena	Apollo	No	35
Daedalus	Ask him what to do about Damon	Arena	Ares, Hermes	No	35
Daedalus	Ask about Patroclus before tournament fight	Arena	Hermes	No	35
Daedalus	Ask about tournament entrants	Arena	Ares	No	35
Daedalus	Ask him if Achilles has joined the tournament	Arena	Athena	No	35
Daedalus	Asks to join crew	Arena	Apollo, Athena	Yes	45
Daedalus	Ask him about the tournament rules	Arena	Ares	No	35
Daedalus	Ask him about the weapons in the tournament	Arena	Athena	No	35
Daedalus	Ask him about the second match in the tournament	Arena	Athena	Yes	35
Damon	Give him information about Daedalus	Ares' Watch	Apollo, Hermes	No	55
Demogenes	Asks for charity	Promenade	Ares, Apollo	Yes	45
Demogenes	Choose an animal	Promenade	Ares, Apollo, Hermes, Athena	No	55
Dockmaster	Asks why you want the reports	Docks	Ares, Apollo, Athena	No	40
Hyppia	Ask her about the Stork	Market	Apollo, Hermes	Yes	35
Hyppia	Decision to tell her that Origen was gambling	Market	Hermes, Athena	No	45
Ionian Mercenary	Calls you the Iolcan King	Docks	Ares, Apollo, Hermes, Athena	Yes	45
Ionian Mercenary	Insults your courage	Docks	Ares, Apollo, Hermes, Athena	Yes	120
Ionian Mercenary	Watch how warriors fight (only if Athena chosen in previous dialogue)	Docks	Hermes, Athena	No	40
Khufu	Offers you slaves	Slums	Ares, Athena	No	40
Khufu	Ask him about the Stork	Slums	Hermes, Athena	No	40

Who	Conversation	Location	Gods	Required	Favor
Khufu	Requests payment for his information	Slums	Apollo, Athena	Yes	40
Lycomedes	Defend yourself against his accusations	Palace	Ares, Apollo, Hermes, Athena	Yes	170
Lycomedes	Agree to fight in the Arena	Palace	Ares, Apollo, Hermes, Athena	Yes	170
Lycomedes	Says he blames himself for Alceme's death	Palace	Apollo, Athena	Yes	70
Lycomedes	Tells you he's relinquishing the crown	Palace	Ares, Apollo, Hermes, Athena	Yes	70
Lycomedes	Tells you about the tournament for the throne	Palace	Ares, Hermes	Yes	70
Lysias	Resolve the merchants' quarrel	Park	Apollo, Hermes, Athena	No	70
Merchant, Bread	Ask about the Stork	Market	Ares, Apollo	No	35
Merchant, Parchment	Ask about the Stork	Market	Hermes, Athena	No	120
Merchant, Provisions	Ask about the Stork	Market	Ares, Hermes	No	35
Origen	Ask him about the Stork	Slums	Ares, Apollo, Hermes	Yes	35
Origen	Convince him to tell you about the Stork	Slums	Ares, Athena	Yes	35
Origen	Agree to play his game	Slums	Ares, Hermes	Yes	45
Origen	Response to losing game	Slums	Ares, Hermes	No	35
Pan	Asks if Achilles is your equal	Arena	Ares, Hermes, Athena	No	40
Patroclus	Ask him about tournament	Arena	Ares, Hermes	Yes	40
Pytheas	Encourage him before fight	Arena	Ares, Apollo, Hermes, Athena	Yes	40
Pytheas	Ask him about his crimes	Arena	Apollo	No	35
Pytheas	Ask if he can fight	Arena	Ares	No	35
Pytheas	Plan your strategy	Arena	Ares, Hermes, Athena	Yes	55
Pytheas	After saving him	Arena	Ares, Apollo, Hermes, Athena	No	45
Quarrelling Merchants	Ask about argument	Market	Hermes, Athena	No	40
Sinon	Conversation on docks	Docks	Athena, Hermes	Yes	35
Sinon	He plans to fight in the Arena	Docks	Ares, Hermes, Athena	Yes	40
Sinon	He was sickened by the Arena	Slums	Ares, Apollo, Hermes	Yes	40
Thankallos	Threatens you	Arena	Ares, Hermes	No	45
Thankallos	Says he will have your hand as a prize	Arena	Ares, Hermes	No	45
Thankallos	Conversation before the second Arena battle	Arena	Ares, Hermes	No	45
Zosime	Tells you that Pytheas is fighting in the Arena	Park	Apollo, Athena	No	40
Zosime	Tell her about Bolo	Park	Apollo, Hermes	No	45
Zosime	Talk to her after Pytheas dies	Park	Hermes, Athena	No	45

Saria Conversations

Who	Conversation	Location	Gods	Required	Favor
Agrios	Arguing that Callas should be given last rites	Village	Ares, Apollo, Hermes, Athena	No	65
Arktos	Give last rites	Hep'naje's lair	Ares, Apollo, Hermes, Athena	No	65
Arktos	Asks how you can see him	Jungle	Apollo, Athena	No	45
Atalanta	Asks why you want her to join the crew	Beach	Ares, Apollo, Athena	Yes	55
Atalanta	Decide to eat the fruit	Hermes' shrine	Ares, Hermes	Yes	55
Atalanta	Speaks to her reunited parents	Jungle	Apollo, Hermes	Yes	65
Atalanta	Asks why you think you can succeed	Village	Ares, Hermes, Athena	Yes	65
Atalanta	She threatens Nessus	Village	Ares, Apollo, Hermes, Athena	Yes	110
Bisa	Tries to convince Atalanta to leave	Village	Ares, Apollo, Hermes, Athena	No	45
Brygus	Speak to him on the docks	Docks	Apollo, Athena	No	45
Callas	Says the centaurs make his skin crawl	Jungle	Hermes, Athena	No	45
Callas	Tells you about the murder of his family	Jungle	Apollo, Athena	Yes	65
Callas	Give last rites	Village	Ares, Apollo, Hermes, Athena	No	65
Callas	Asks what you have done after last rites	Village	Ares, Apollo, Hermes, Athena	No	55
Chrosus	He tells you the story of the centaur war	Village	Ares, Apollo, Hermes, Athena	No	65
Faleon	Give last rites	Jungle	Ares, Apollo, Hermes, Athena	Yes	110
Gelios	Asks you what name you'll be known by	Village	Apollo, Hermes, Athena	No	65
Gelios	Tell him of Faleon's fate	Village	Ares, Apollo, Hermes	No	65
Hermes	Asks you why you restored Saria	Beach	Apollo, Hermes	Yes	65
Hermes	Tells you what you need to do on Saria	Hermes' shrine	Ares, Athena	Yes	55
Hermes	Ask about Alceme	Hermes' shrine	Apollo, Hermes	Yes	95
Lykas	Asks you to hunt Hep'naje	Village	Ares, Athena	Yes	65
Lykas	Ask him about Hermes' bloodline	Village	Apollo, Hermes	Yes	65
Lykas	Agree to help centaurs	Village	Apollo, Hermes	Yes	65
Lysander	Ask him about his family	Cave	Ares, Apollo	Yes	55
Lysander	Ask about his death or his remains	Cave	Hermes, Athena	Yes	55
Lysander	Give last rites	Jungle	Ares, Apollo, Hermes, Athena	Yes	110
Lysander or Pelagia	Discussion after releasing their spirits	Jungle	Ares, Apollo	Yes	95
Nessus	First timed choice during death	Jungle	Ares, Athena	Yes	110
Nessus	Second timed choice during death	Jungle	Apollo, Hermes	Yes	110

Who	Conversation	Location	Gods	Required	Favor
Nessus	Third timed choice during death	Jungle	Ares, Apollo, Hermes, Athena	Yes	110
Nessus	Asks why you are helping them	Village	Ares, Apollo	No	45
Pelagia	Give last rites	Jungle	Ares, Apollo, Hermes, Athena	Yes	110
Pelagia	Ask about the danger to her child	Jungle	Ares, Apollo	Yes	55
Pelagia	Ask about her death or her remains	Jungle	Hermes, Athena	Yes	55

Kythra Conversations

Who	Conversation	Location	Gods	Required	Favor
Dionysilios	Asks you to rescue the mead maker	City center	Apollo, Athena	No	50
Iona	Asks how to choose between virtues	City center	Ares, Apollo, Hermes, Athena	Yes	145
Iona	After finding her in swamp	Eastern swamps	Ares, Apollo, Hermes, Athena	Yes	60
Kassia	Gives you credit for saving Demetria	City center	Apollo, Athena	Yes	60
Meno	Tells you they prayed for Athena's intervention	City center	Ares, Apollo	No	70
Meno	Ask what happened in the city	City center	Ares, Hermes	Yes	60
Meno	Pass judgment on the accused men	Pillories	Ares, Apollo, Athena	No	175
Pathanos	After saving him from Ionians	Logging camp	Ares, Hermes, Athena	Yes	70
Perseus	Asks your purpose	Temple of Athena	Apollo, Athena	Yes	60
Perseus	Says he must atone	Temple of Athena	Hermes, Athena	Yes	70
Perseus	Says you have a quarrel	Temple of Athena	Ares, Apollo, Hermes, Athena	Yes	85
Phaedon	Interrupting his speech	Temple of Athena	Ares, Apollo, Hermes, Athena	Yes	70
Phaedon	Upon discovering he is a Blacktongue	Temple of Athena	Ares, Athena	Yes	60
Phaedon	First timed choice during closing argument in debate	Temple of Athena	Ares, Apollo	Yes	85
Phaedon	Second timed choice during closing argument in debate	Temple of Athena	Hermes, Athena	Yes	85
Phaedon	Third timed choice during closing argument in debate	Temple of Athena	Hermes, Athena	Yes	85
Phaedon	Fourth timed choice during closing argument in debate	Temple of Athena	Ares, Hermes	Yes	85
Phaedon	Fifth timed choice during closing argument in debate	Temple of Athena	Apollo, Athena	Yes	85
Phaedon	Sixth timed choice during closing argument in debate	Temple of Athena	Ares, Apollo	Yes	85
Philosopher	Asks where you learned to orate	Temple of Athena	Ares, Apollo, Hermes, Athena	Yes	100
Sporus	Ask about the accused men's crime or their punishment	City center	Hermes, Athena	Yes	60

Who	Conversation	Location	Gods	Required	Favor
Strixa	Ask about "what you must do"	City center	Apollo, Hermes	Yes	50
Strixa	Asks if you will prove her right	City center	Ares, Athena	Yes	70
Strixa	Ask about the Ring of Virtues or the dark ones	City center	Apollo, Athena	Yes	60

Tartarus Conversations

Who	Conversation	Location	Gods	Required	Favor
Docon	Encountering him in Tartarus	Outer Tartarus	Ares, Apollo, Hermes, Athena	Yes	60
Epimetheus	First meeting (if you haven't met Prometheus)	Outer Tartarus	Ares, Apollo, Hermes, Athena	Yes	70
Epimetheus	Ask if he can help you or you can help him	Outer Tartarus	Apollo, Hermes	Yes	70
Epimetheus	Ask how you can help him	Outer Tartarus	Ares, Hermes	Yes	60
Epimetheus	Extending your mercy	Outer Tartarus	Ares, Apollo	Yes	60
Isyphyrus	First encounter	Inner Tartarus	Ares, Apollo, Hermes, Athena	Yes	85
Nessus	Says he was promised paradise	Inner Tartarus	Hermes, Athena	Yes	60
Nessus	Tells you Hecate will command an army	Inner Tartarus	Ares, Apollo	Yes	60
Phaedon	Asks if you've embraced the truth of Hecate	Outer Tartarus	Apollo, Hermes	Yes	60
Phaedon	Says Hecate will rule the underworld and the world above	Outer Tartarus	Ares, Athena	Yes	60
Prometheus	Says he is the Titan who made your kind (if you haven't met Epimetheus)	Outer Tartarus	Apollo, Hermes, Athena	Yes	70
Prometheus	Ask if he can help you or you can help him	Outer Tartarus	Apollo, Hermes	Yes	70
Prometheus	Ask how you can help him	Outer Tartarus	Ares, Hermes	Yes	60
Prometheus	Extending your mercy	Outer Tartarus	Ares, Apollo	Yes	60

Argo Conversations

Who	Conversation	Location	Gods	Required	Favor
Achilles	Which weapon would you choose if you could only choose one?	After leaving Saria	Ares, Hermes, Apollo, Athena	No	60
Achilles	Who will the people of Mycenae cheer for?	After leaving Mycenae	Ares, Apollo	No	60
Achilles	Discussion of Argos' assassination	After leaving Kythra	Ares, Apollo	No	60
Argos	Asks to join your crew	At Iolcus	Apollo, Athena	Yes	60
Argos	Accept Argos' offer to join your crew	At Iolcus	Apollo, Athena	Yes	70

Who	Conversation	Location	Gods	Required	Favor
Argos	Last rites for Argos	After leaving Kythra	Ares, Hermes, Apollo, Athena	Yes	60
Atalanta	Atalanta is restless at sea	After leaving Saria	Ares, Hermes, Apollo, Athena	No	60
Atalanta	Would she prefer life in the city?	After leaving Saria	Hermes, Athena	No	60
Atalanta	Where should she go?	After leaving Saria	Ares, Hermes, Apollo, Athena	No	60
Atalanta	She cannot believe her father was a Blacktongue	After leaving Kythra	Apollo, Hermes	No	60
Captain Idas	Performing last rights for Idas	After leaving Kythra	Ares, Hermes, Apollo, Athena	Yes	60
Hercules	Strange even for the great Hercules?	After leaving Delphi	Apollo, Hermes	No	60
Hercules	What will you say to Lycomedes?	Before setting foot on Mycenae	Apollo, Hermes	No	60
Hercules	Warns you that you may never know Zeus' grace	Leaving Iolcus	Ares, Hermes, Apollo, Athena	Yes	60
Hercules	Hercules wonders if other lives are worth sacrificing for Alceme	After leaving Kythra	Ares, Hermes, Apollo, Athena	Yes	60
Lycomedes	Lycomedes gives Jason the Fist of Ares	After leaving Mycenae	Ares, Hermes	Yes	60
Medea	Tells you that Oracles are not to be trusted	Before setting foot on Delphi	Ares, Hermes, Apollo, Athena	No	60
Medea	Medea opens a link to Hecate's mind	After Saria	Ares, Hermes, Apollo, Athena	No	60
Medea	Medea is possessed by Hecate	After Saria	Apollo, Hermes	No	60
Medea	About releasing Medea from her bonds	Upon returning to Delphi	Ares, Hermes, Apollo, Athena	Yes	60
Oracle of Delphi	Tells you the Fleece is in Tartarus	Upon returning to Delphi	Ares, Hermes, Apollo, Athena	Yes	60
Pan	Pan presents you with the logic puzzle about betrayal	After leaving Delphi	Apollo, Hermes	No	60
Pan	Asks if the dream might have been an auspicious sign	After leaving Delphi	Apollo, Hermes	No	60
Peseus or Medusa	Tells the story of Arachne	After Kythra	Ares, Hermes, Apollo, Athena	No	60

Iolcus Finale Conversations

Who	Conversation	Location	Gods	Required	Favor
Skiav	First encounter	Palace	Ares, Apollo	Yes	110
Skiav	Puts dagger to Jason's throat	Palace	Hermes, Athena	Yes	55
Skiav	Shows you his tattoos	Palace	Ares, Apollo, Hermes, Athena	Yes	55
Skiav	Says Hecate casts her Favor upon him	Palace	Hermes, Athena	Yes	110
Pelias	After defeating him (conversation chooses your weapon)	Mausoleum	Ares, Apollo, Hermes, Athena	Yes	35



XBOX 360 ACHIEVEMENTS



With a few exceptions, most of the Xbox Achievements are unlocked by completing Deeds in the game. Some are unlocked by completing a single Deed, while most are unlocked by completing the constellations, which are made up of many Deeds. For additional information on any Deed or constellation not described in detail below, see the Deeds and Constellations chapter, which explains how to complete every Deed in the game, as well as which Deeds are required to complete each constellation.

Achievement	Gamerscore	Description	Requirement
Aquarius, Peerless Warrior	15	Rout legions of Greece's finest warriors.	Kill 100 soldiers to complete all of the Manslayer Deeds that make up the constellation Aquarius.
Ara, Conduit of the Gods	15	Complete every event on Iolcus.	Complete every required and optional Deed on Iolcus.
Argo Navis, the Argo	50	Complete the voyage of the Argo.	You must complete the constellation Argo Navis, made up of every Deed earned on the Argo.
Auriga, Will of Ares	25	Reclaim your honor in the Arena.	Complete all the required Deeds on Mycenae.
Awe-Inspiring Ally	10	Reaffirm your friendship with Hercules.	This Deed is automatically unlocked when Hercules offers to join your crew.
Bright-Eyed	25	Earn maximum Favor with Athena.	Earn 25 Aspect points with Athena through conversation choices and by dedicating Deeds.
Centaurus, Honored Aleph	15	Complete every event on Saria.	Complete every required and optional Deed on Saria.
Cepheus, Exalted King	25	Set out from Iolcus on your epic quest.	Complete the required Deeds on Iolcus.
Conceited Champion	10	Forge an alliance with Achilles in the heat of battle.	This Deed is unlocked when Achilles joins your crew on Mycenae.
Corona, Crown of Mastery	100	Prove yourself to be the ultimate hero.	Complete the required Deeds associated with the constellation Corona Borealis.
Corvus, Eyes of Hecate	15	Decimate the Blacktongues of Hecate.	Kill Ephorus, Docon, Nessus, Phaeton, Isyphyrus and 12 Blacktongue assassins.
Deimos, Fist of Ares	15	Master Ares' combat style.	Complete the four required Deeds that make up the constellation Deimos.
Draco, Condemned Dragon	25	Conquer the depths of Tartarus.	Unlocked when you complete the required Deeds in Tartarus.
Eridanus, River Styx	15	Slay a host of the condemned.	Kill 125 Tartarus fiends, 50 corrupt Ionians, and 60 beasts.
Gratuitous Carnage	10	Kill 15 enemies with Jason's Sword Special Moves.	Use Jason's Sword Special Moves as the killing blow against 15 opponents of any type.
Headstrong Huntress	10	Invite Atalanta to fight at your side.	Unlocked when Atalanta joins your crew.
Helios, Searing Brilliance	15	Master Apollo's combat style.	Complete the required Deeds that make up the constellation Helios.
Hero	50	Complete the game on Hero difficulty.	Awarded when you complete the game on the Hero or Legend difficulty level. This does not include Iolcus.
Heroic Patience	10	Tolerate Bolo's singing.	Complete the Heroic Patience Deed on Mycenae by listening to Bolo's song in its entirety.
Human	25	Complete the game on Human difficulty.	Complete the game on Human or higher difficulty. This does not include Iolcus.

Achievement	Gamerscore	Description	Requirement
Legend	100	Complete the game on Legend difficulty.	Complete the game on Legend difficulty. This does not include Iolcus.
Leo, Savage Lion	15	Prove your skill at basic combat.	Complete all Deeds that make up the constellation Leo.
Libra, Scales of Justice	15	Complete every event on Kythra.	Complete all required and optional Deeds on Kythra.
Lupus, Ferocious Wolf	15	Complete every event on Mycenae.	Complete all required and optional Deeds on Mycenae.
Magic Missile	20	Skewer 25 enemies with thrown spears.	Complete the Peltast Deed by killing 25 enemies with thrown spears.
Nutcracker	10	Shatter 30 enemy shields.	Unlocked when you complete the Shatterer Deed by destroying 30 enemy shields.
Parthenos, Spear of Virtue	15	Master Athena's combat style.	Complete all required Deeds that make up the constellation Parthenos.
Piercing Gaze	20	Impale 25 enemies.	Kill 25 enemies with a spear.
Pygmalion, Voice of Apollo	25	Earn the support of the Oracle of Delphi.	Complete every Deed on Delphi. Includes Deeds completed on your return to Delphi to enter Tartarus.
Sagacious Satyr	10	Accept Pan's persuasive pact of partnership.	Unlocked when Pan joins your crew on Delphi.
Sagittarius, Vision of Hermes	25	Expose the traitor among the Nisyros.	Complete all of the required Deeds on Saria.
Severance Package	20	Decapitate 25 enemies.	Remove the heads of 25 enemies using swords.
Silver-Tongued	25	Earn maximum Favor with Hermes.	Earn 25 Aspect points with Hermes through conversation choices and by dedicating Deeds.
Smashing Success	20	Pulp 25 enemy heads.	Remove the heads of 25 enemies using maces.
Stout-Hearted	25	Earn maximum Favor with Ares.	Earn 25 Aspect points with Ares through conversation choices and by dedicating Deeds.
Sun-Blessed	25	Earn maximum Favor with Apollo.	Earn 25 Aspect points with Apollo through conversation choices and by dedicating Deeds.
Ursa Major, Great Bear	25	Prove your total mastery of combat.	Complete all Deeds that make up the constellation Ursa Major.
Virgo, Wisdom of Athena	25	Break the curse of Medusa.	Complete all required Deeds on Kythra.
Weaponmaster	20	Collect every equipment piece.	Complete the Supreme Collector Deed by finding every piece of equipment in the game.
Words of Compassion	10	Make five Apollo-aligned dialogue choices.	Complete the Words of Compassion Deed.
Words of Courage	10	Make five Ares-aligned dialogue choices.	Complete the Words of Courage Deed.
Words of Cunning	10	Make five Hermes-aligned dialogue choices.	Complete the Words of Cunning Deed.
Words of Wisdom	10	Make five Athena-aligned dialogue choices.	Complete the Words of Wisdom Deed.
Wrath of Olympus	10	Call upon ten God Powers.	Activate ten God Powers in combat. Includes any combination of powers.
Zephyrus, Wind Shear	15	Master Hermes' combat style.	Complete the required Deeds that make up the constellation Zephyrus.
Total Gamerscore	1,000		



